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GAME

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Vol. 2 No. 5

# PLAYER'S BUYER'S GUIDE

# to NINTENDO GAMES



## FIRST LOOKS

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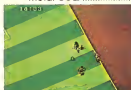
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# GAME **Player's BUYER'S GUIDE** TO NINTENDO GAMES

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## EDITOR'S NOTES

From those absolutely ludicrous Teenage Mutant Ninja Turtles to the slap-happy Three Stooges, this latest issue of the *Game Player's Buyer's Guide* to Nintendo Games has got it all!

Just look at the range and quality of the games! *Ninja Garden*, *The Adventures of Bayou Billy*, *Faztads*, *Dragon Warrior*, *Bases Loaded*, *Monster Party*, and many, many more. And we have a terrific preview list of games being introduced in late 1989 and early 1990. Titles such as *A Boy and His Blob*, *Rocket Ranger*, *Top Gun: The Second Mission*, *Iron Sword: Wizards & Warriors II*, *Magic Johnson's FastBreak*, *Bashi Banzook*, and a host of others.

We've tried to point out all of the games that are now available and the new games that you'll be seeing before the end of the year or just after. Some games won't be appearing on store shelves until that time, however. So keep your eyes open for our upcoming strategy guides, and we'll have the latest information on the new releases as they get to your store.

### GAMETAPES AND THE PRO-TIP HOTLINE

Two more ways you can stay on top of your games are our new *Game Player's GameTapes*, videocassette tapes that will help to teach you how to play longer, get farther, and score higher in selected Nintendo games. You'll find the *GameTapes* on sale at leading toy stores and other retail outlets in your neighborhood.

You can also find out more about your favorite games by dialing our new *Game Player's Pro-Tip Hotline*, your telephone connection to the latest hints, tips, and playing strategies. Dial 1-900-740-7000, and you can choose which games you want to hear about. The games change each week.

Remember, each call costs \$1.25 for the first game and 75 cents for each additional game. So don't forget to ask your parents' permission before you call.

Have fun. We'll see you next issue!

Selby Bateman  
Editorial Director  
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Being treated like a little kid can be a real drag. Grown-ups always telling you what to do. What to think. Like you haven't one intelligent thought of your own. Okay. So you have a few more years to grow. Doesn't mean your only interest is zapping aliens all day, running up the highest score. Sure, there was a time when you enjoyed playing simple video games designed for children. But you're older now. Smarter. You want something more. Something like a challenge. A grown-up challenge. A challenge that tests your mind, not just your wrist. Well, check out *Shadowgate*™ and *Desert Commander*™ by Kemco Seika.

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Sure. It can be pretty embarrassing. Everyone else is finally asleep. You quietly slip out of bed, tip-toe into the family room and gently insert the awaiting cartridge. When just as you're about to zap your zillionth alien onto another astral plane—flash!—the lights go on... You're busted. Caught red-handed and red-faced, playing yet another juvenile, one-dimensional video game.

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## Shadowgate



## DESERT COMMANDER

AT LAST !

# Teenage *Mutant Ninja* Turtles



IS RELEASED !

## History and Hints of Those Hard-Shell'd Crime Fighters

There's never been a success story quite like it in the annals of comic book fandom.

About four years ago, Peter Laird and Kevin Eastman, a couple of aspiring young artists, pooled their resources and sketched out four of the most unlikely heroes in the history of comics. Take a quartet of genetically altered turtles, name them after Italian Renaissance artists, add a diet of pizza, throw in a little martial arts action, and you've got *Teenage Mutant Ninja Turtles*.

The first *TMNT* comic book was in grungy black and white and was limited to a press run of two or three thousand copies. To the amazement of comic store owners, the first printing sold out in a matter of days (and a first edition of that issue is now worth megabucks). Reprints sold out, too, as did every subsequent issue. And so a phenomenon was born.

Now *TMNT* are part of a larger industry. There are t-shirts, toy action figures, Saturday morning cartoons... the list goes on. Could a Nintendo game be far behind? You bet your nunchucks, it couldn't.

Good news, then, for the fearless amphibians' legion of fans: the Nintendo game does full justice to Laird and Eastman's original idea.

When the game opens, the turtles have just learned that their trusted human sidekick, April, has been kidnapped from her mobile news van. She is now in the clutches of Shredder, the turtles' worst and most powerful enemy. Time is short, for Shredder intends to brainwash April into joining his evil Ninjitsu Foot Clan.

Rising from their sewerific home beneath the pavement of Wall Street, the heroes on the half-shell must set out to rescue April and terminate Shredder and capture his Life Transformer Gun, so they can transform their good friend Splinter from a rodent back into a man.

Since each turtle has different strengths and abilities, you'll have to switch, via a subscreen, from one character to another, depending on the situation. The action rages nonstop all over the New York landscape, including extensive scenes inside the city's twisting sewers and the buildings at JFK International Airport. The game play is challenging, and the graphics are excellent. The thousands of turtle fans who have been wait-

ing (and waiting) for this game won't be disappointed.



CONTINUED ON PAGE 12...

# JORDAN vs. BIRD ONE ON ONE™

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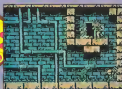
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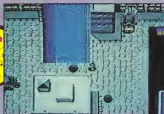
You can get through level 1 by using only Donatello and Raphael. On other levels, you may want to use less powerful turtles to weaken your opponent, and then bring in Donatello to clean up.



Some manholes lead to death, some to remote places, and some to the next level. Choose your exits wisely.



Once you get into the sewers, let Donatello — the strongest turtle — take the lead against the toughest enemies.



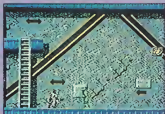
If the turtles get weak, send them down the manhole near the river. They'll be able to gobble pizza slices by the dozen down there.



Change turtles and keep track of your location by switching to the map screen. Clues sometimes appear in the box on the lower left.



Use Donatello's staff to defeat the level 1 boss by quickly alternating sides.



At the start of level 2, you must defeat an opponent inside the dam. You can't get out of the room until the enemy's dead.

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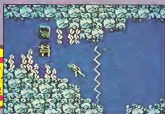
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Before going into the underwater sequence in level 2, be sure to have at least two turtles with full energy levels. If you don't, you'd better send out for some pizza!



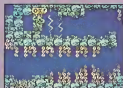
When you reach the top of the dam, dive off the side nearest the top of your screen.



Once underwater, defuse all the bombs. But watch out for that electric current — not to mention the seaweed.



While you're underwater, go to your subscreen. April will tell you how many more bombs you have to defuse.



You'll get a thumbs-up signal from your turtle when all the bombs are defused. On to level 3!



Between each level, there's a short animated sequence that advances the story.



As level 3 begins, put the amphibians in their party wagon. This renders them less vulnerable to any damage they suffer in encounters with the Rolers.



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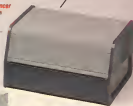


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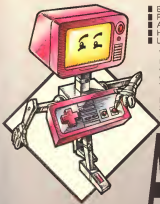
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## TECMO BOWL

William E. Miller

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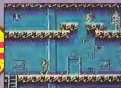
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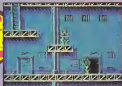
Make sure you have at least 20 rockets in the party wagon before starting out on the streets of New York. Otherwise, you'll never get through level 3 with your shell intact.



This building should be your first stop on level 3. It contains not only pizzas, but also rockets for the party wagon.



Inside, you'll have to make a tricky jump to get the rocket. Then head right for a well-earned pizza.



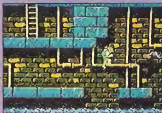
If your turtle runs completely out of energy, he's considered captured. You're only allowed one rescue per level, so stay well fed.



Captured turtles are always held in the same building on each level.



You'll encounter numerous roadblocks on the maze of streets. Use your rockets to blast through them.



While in the sewers on level 3, tap the A button quickly so you don't over-jump, hit your head, and get swept out to sea.



You've always  
known what to  
expect from  
a video game  
system.



Until now.

Introducing the TurboGrafx-16 video game system. TurboGrafx-16 is the video game system that's built around a 16-bit graphics processor. Compared to the 8-bit systems you're used to, it's four times faster, with better graphics, almost ten times as many colors, head-splitting stereo sound and deeper, more challeng-

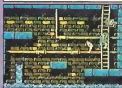
ing gameplay.

In short, the bad guys are bigger, the good guys are smarter, the action is faster, and the challenge is greater.

TurboGrafx-16 gives you dozens of great game titles to choose from. As well as optional accessories that let you expand your system.

For example, there's o

Here's a rule of thumb for deploying the turtles. Use Raphael against the smaller flying creatures; use Leonardo mainly when you want to conserve the other, more powerful, turtles' energy; use Michelangelo when you need weapons that cover the greatest vertical screen area; and call in Donatello when you need the horizontal range of his bo staff.



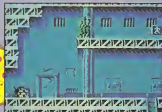
If your energy is low by the time you reach the sewer exit, climb in and out several times — the pizza will reappear each time you descend.



The boss of level 3 is Mecha Turtle, who is really a robot.



The best way to fight Mecha Turtle is to stand on the building at the right and hurl throwing stars at him.



You must obtain the rape symbol at the right if you want to get through level 4.



Use the rapes to cross from rooftop to rooftop.

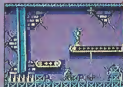


There are 18 manholes on the fourth level. The first one you want to check out is number 3.



## LEVEL FOUR

As you enter the narrow corridor in the final level — the one filled with laser soldiers — advance slowly. When one of the ghostly looking soldiers comes on the screen, stop your turtle and make him duck. The soldier's laser blast will pass harmlessly overhead, and he'll drift back off-screen.



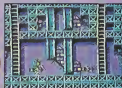
You'll first encounter powerful defensive lasers in monohole number 6.



Your next choice of monoholes should be number 9, located just to the left of the turtle.



Once you emerge from number 9, keep going all the way to the right before descending again.



You'll find any turtles that have been captured on level 4 in monohole 13.



In hole 14, watch out for the fire-pits. One touch of their flames, and your turtle is captured.



There are plenty of lasers — plus a whole pizza — in monohole 15.



# GET SET FOR RADICAL ACTION



Steed by gamers! Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

First, experience the ultimate character adventure game! As MegaMan, you must conquer and control the eight engines of the evil Dr. Wily. But beware of his sinister robots that rule each engine. Their special powers present a unique challenge at every level.

Then, prepare for undercover action as the Strider. Your orders are to enter Russia and infiltrate the Red Army, returning enemy secrets to your superiors. But be extremely cautious. You know what the Russians do to spies!

So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



MegaMan 2 Screen Shot

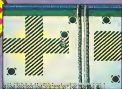


Strider Screen Shot

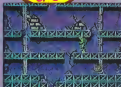
**CAPCOM**



The huge Techno Drone is possibly the most powerful boss weapon you'll find. It guards Shredder and can be much harder to defeat than Shredder himself. You should use throwing weapons against this formidable vehicle, but do it systematically. First destroy the hatch that enemy foot soldiers come through. Next, knock out each of the vehicle's guns. Finally, wait for the cyclops eye to open, then hurl something at it and try to put it out.



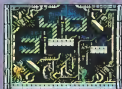
If you're low on energy, this is your last hole for pizza on level 4 — the boss lies ahead!



Walk slowly here and then drop down. Don't run, or the saw-toothed walls will crush you.



Take the turtle blimp and fly from level 4 to level 5.



Use scrolls against Shredder himself, but watch out for his gun. One shot will turn you into turtle soup.



The Techno Drone is fearsome, but with the proper strategy and good aim, you can destroy it.



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To the most daring soldiers, this might seem an impossible test, but they've never experienced the power of Bionic Commando!

Screen shots from the  
Nintendo Entertainment  
System



**CAPCOM®**

# THE 3 STOOGES

A GREAT GAME?

# WHY, SO ITANLY!

**S**toogeville isn't too happy these days. Mr. Fleecem, the no-good banker, is threatening to evict Ma and her three daughters from the orphanage they run. They have only 30 days to pay off the note to Fleecem. Enter our heroes, Larry, Curly, and Moe. They have big hearts — if empty heads — and volunteer to raise the money.

In typical Stoooge fashion, things don't always proceed as planned. The trio takes a series of odd jobs, but something always seems to go wrong. If Curly tries to win a contest by spooning crackers out of a bowl of stew, you can bet that the oysters in the bottom of the bowl want the crackers back.

When they take a catering job, it turns into a giant pie-throwing competition. They become hospital interns, but turn the corridors into a midget race-car track. And Curly might never recover from a boxing match unless Larry finds something that plays "Pop Goes the Weasel."

This fun-filled Nintendo game captures moments from some of the Stooges' finest shows, including *Dutiful But Dumb*, *Hoi Polloi*, *Men in Black*, and *Punch Drunk*. But even if the majority of Nintendo players are too young to be Stoooge fans, they'll still have fun with the game. Lotsa nyucks, woo woo woos, and eye poking for the silly at heart.

1



2



3

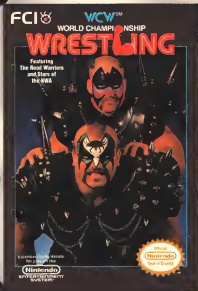


1 If you raise enough money to save the orphanage, Ma will probably have a nice reward for you.

2 The *Three Stooges* is set up like a board game. The squares across the screen are the possible subgames to enter. Try to land on the square farthest to the right — you'll get to the end of the street faster.

3 The slapping game is extremely important to master, since it controls how fast the hand darts from square to square on the game board. Moe needs to poke, prod, and punch the others to slow the hand down.

# A BREAKTHROUGH IN REAL WRESTLING ACTION!



Take a break from play wrestling and get into the real action! Make your choice from 12 top NWA wrestlers, each with his own specialty move and then select four additional moves to clobber your way to victory in tag teams or single player matches. Become 6'5" of solid muscle as "Total Package" Lex Luger. Use the *Flying Body Press* at Ricky Steamboat. Slam your opponent with Sling's *Scorpion Death Drop*. Master Head Warrior "Animal's" *Power Slam*.

The action keeps going even outside the ring! Two players or solo against the computer! World Championship Wrestling—it's so real, it's surreal!

**FCI**   
Not Just Kid Stuff

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When the Stooges sign up as waiters, they have to serve cream pies to their guests as fast as possible. Naturally, this means throwing the pies. You get \$10 for each pie you throw, regardless of where it lands. However, the Stooges can be hit only five times or the game ends. Maneuver the directional pad on your controller until you can get each Stooge to duck in turn. The key to the game is to throw, then duck until another pie appears on the table. It's very tricky.



The surgical team subgame is one of the easiest. You need to lead the Stooges in their racing cars down the hospital corridor, avoiding the crippled patients, and picking up the little red crosses when you can. The crosses represent lost surgical items. But the *real* money is made by getting to the operating room as soon as possible. So don't lose speed by going out of your way to pick up crosses. Instead, just stay behind the doctor pushing the gurney. You'll catch some crosses that bounce off the walls, and avoid most of the patients.

*continued on page 34*



# DON'T TOUCH



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# FOR KIDS!

**\$\$ CASH PRIZE \$\$**  
**TO ANYONE WHO CAN**  
**KNUCK DOWN THE**  
**CHAMP**  
**KILLER KILLDUFF**  
**WITHIN 6 ROUNDS**

*Continued from page 30*

Killer Killduff is one tough competitor, but the Stooges think they have this match won. You see, when Curly hears "Pop Goes the Weasel," he turns into a maniac. There's only one problem. Larry has broken their violin. It's a race against the bell to pick up a radio before the six boxing rounds have ended. Maneuver Larry through the streets littered with dogs, hydrants, newspapers, and lamp-posts. If you have trouble moving Larry between the objects, race him right down the middle of the sidewalk, and keep jumping to miss everything that falls in his path. You'll get \$500 for returning to the boxing ring, and an additional \$100 for every round Curly doesn't have to suffer through.



Curly encounters some unexpected trouble when he enters the oyster and cracker-eating contest. There are two oysters in each bowl that grab the crackers as fast as Curly. Just dip your spoon in the bowl and pull it straight out. The first bowl has about ten crackers in it, but each additional bowl has only two or three. Keep spooning out the crackers and hoping that the oysters don't squirt Curly in the eye.

*Continued on page 39*



# CHILD'S PLAY.





# POWER

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

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# PLAY.

NES® players moves they've never had before—and never will have with a joystick.

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ahead of schedule. Look at Super Glove Ball. The hand on the screen is your hand. Its thumb and fingers move instantly, exactly as you command. You strike the ball. Catch it. Throw it. And experience NES™ like never before.

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The Power Glove. Everything else is child's play.



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Look for the  
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Universal film  
**THE WIZARD.**

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*Continued from page 34*

When you land on the trivia square, you'll have a chance to answer three questions about the Stooges. Remember your answers — the same questions will pop up again before too long.



Well, Mr. Fleecem isn't going to call in the loan on the orphanage *this* time, but you've lost a whole day when you could've been making money.



Though there are four main subgames, the Stooges have a lot of other chances to pick up money. Just remember that every square you land on represents one day. You may have 30 moves before the game ends, but it can end prematurely if you get grabbed by too many mousetrap squares, or if you land on the banker square and he decides to call in the loan early.



Easy ways to make some cash are to land on the ?, \$, or Safe squares. The Stooges will find a bag of money (though sometimes Fleecem shows up under the ?), or the trio will receive a reward for returning a sum they've found. You can't guarantee the amount you'll earn, but it's a good substitute for a subgame you haven't mastered yet.

Oops! You've saved the orphanage from Fleecem's clutches, but Ma can't afford to make any magnanimous gestures if she can't even afford repairs. Maybe you should try again.



## THE ADVENTURES OF LOLO

Little round Lolo has quite a task in front of him. Princess Lala is being held in the Great Devil's haunted castle. Lolo must search all 50 rooms until he finds her. But instead of outrunning or shooting Lolo's enemies, you have to use strategy to collect hearts in each room. If you collect all the hearts, a treasure chest opens. Grab the treasure and you continue to the next room.

Hal America



## AIR FORTRESS

The Intergalactic Federation has sent you, a space warrior named Hal, on a perilous mission. Aliens have invaded your galaxy with a series of mighty air fortresses. Armed with a light blaster, you set out on your jet sled to infiltrate and destroy the fortresses. Enjoy an arcade space shoot-em-up as you approach each fortress, and a maze adventure inside as you search for their energy generators.

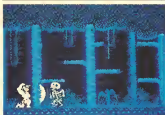
Hal America



## AIRWOLF

The popular television action series *Airwolf* has been adapted for Nintendo. Hero Stringfellow Hawke is the pilot of a state-of-the-art helicopter loaded with high-tech weaponry. There are dozens of missions to complete, as Hawke attempts to rescue American hostages held by dangerous terrorists. Do you have the guts to complete every mission?

Acclaim



## AMAGON

Amagon, a skinny little runt, might not seem the best man to send to a deserted South Pacific island to explore strange happenings. But Amagon has a secret weapon — he can transform into Megagon, a huge muscle man whose punch is deadly. As you search the six zones of the island, use Amagon's machine gun or Megagon's punch and laser beam to clear out the dozens of foes you'll find.

American Sammy

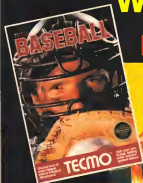


# MODERN DAY WARRIOR

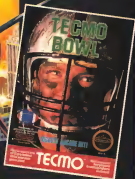
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## ANTICIPATION

Grab some friends before playing *Anticipation* — it's a lot more fun with a crowd. Watch the computer draw simple line drawings, then hit the "buzzer" to spell out the answer. There are four stages to a game, each with a different board. For an extra hint, the drawings' background colors indicate the subject matter. Play at another skill level if you need more challenge.

Nintendo



## BANDAI GOLF

With its ocean-front fairways and sloping greens, *Pebble Beach* challenges video golfers to give it their best shot. Club selection, hazards, wind conditions, and pin placement — the variables of real golf are all here. Make your shots with the familiar power bar, and use the closeup screens to plot your route to the pin.

Bandai



## BASES LOADED

Make your drive for the pennant with any of 12 different lineups. Each team features 30 players, including starting and relief pitchers. In the pennant mode, it takes 80 games in the win column to claim the championship. While the action on the field lets you control every pitch, you also get to perform the duties of a manager. You decide when to bunt, when to steal, and when to pinch hit.

Jaleco



## BIONIC COMMANDO

Top secret agent Super Joe has been captured behind enemy lines. You've been sent to rescue him. It's a tough mission, but you've got a tough weapon — a mechanical grapping device known as a bionic arm. Swing from building to building and level to level, or use the arm as a weapon to mow down anyone who gets in your way. Great fun, great action... a great adventure.

Capcom



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These jewels of power are held by the King's Dukes, who plan to use them to rule the world

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## CASTLEVANIA II: SIMON'S QUEST

The evil vampire's spirit lives on. To defeat the Count once and for all, Simon must collect his scattered body parts, and then return to his Transylvanian castle for one last battle. Your search takes you through graveyards, castles, forests, lakes, and villages. You must master five different kinds of whips, collect magic potions, and talk to villagers to get clues.

Konami



## COBRA COMMAND

You're the pilot of an attack helicopter sent to rescue prisoners held behind enemy lines. Avoid the enemy's infantry, tanks, and missiles and destroy their hidden fortresses. You must complete six challenging stages, each with more prisoners to rescue. And each stage presents you with a different challenge, from night missions to sea rescues.

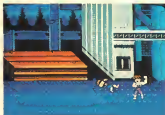
Data East



## DR. JEKYLL AND MR. HYDE

All Dr. Jekyll wants to do is get to the chapel so he can wed his beloved Miss Millicent. However, the Londoners he encounters seem determined to prevent his wedding from taking place. When the stresses of London life become too great, the good doctor transfigures into the dark and dangerous Mr. Hyde as the game alternates between the worlds of Robert Louis Stevenson's two characters.

Bandai



## DOUBLE DRAGON

The favorite martial arts game of thousands of Nintendo fans, *Double Dragon* sends street-wise fighter Billy on a quest to rescue his girlfriend from the Black Warriors, the meanest gang in the city. Billy fights with what's at hand — baseball bats, whips, dynamite, and barrels — knowing his toughest battle will be with the leader of the Black Warriors, the Shadow Boss.

Tradewest



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## DOUBLE DRIBBLE

Lead your team all the way to the championship in this fast-action basketball simulation. Choose a team from New York, Boston, Los Angeles, or Chicago. Pick a skill level, and work on your strategy—the competition (the computer or another player) will be tough. Watch out for fouls while you're looking for a chance to steal the ball and go for a slam dunk.

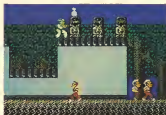
Konami



## FIST OF THE NORTH STAR

Powerful Gento masters, each highly skilled in martial arts, have taken over a peaceful land. Ken, a powerful fighter, sets out to free his people. He has a deadly kick, but his "bear fist" is universally feared. And he can increase his strength by killing minor enemies and catching the stars some leave behind. But even Ken at his strongest will have trouble taking on the Gento masters.

Taxan



## FLYING DRAGON

*Flying Dragon* is a martial arts game with a twist—it includes an on-screen tutorial that teaches you the correct techniques for the game. As a kung-fu apprentice, you're trying to recover the scrolls on which a martial arts master wrote down his secrets. After completing a journey to find scrolls, you'll enter training. Soon you'll be ready for the World Tournament.

Culture Brain



## FRIDAY THE 13TH

From the big silver screen to the little gray box—Jason's reign of terror continues. Only this time, you can do something about it. Find weapons, power-up items, and ghoulish garments in your quest to defeat the man behind the hockey mask once and for all. Strategically employ the six counselors assigned to Camp Crystal Lake to find the necessary items, protect the campers, and stop Jason.

LJN

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## Milon's Secret Castle

If you think your Game Boy isn't the coolest, let us show you a different meaning to the word "tougher". The "tougher" can you hold the monster? Your body can't be so small? Are you really in the challenge of your game playing career? This is it!



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In pre-historic times, where ancient dinosaur creatures ruled the adventures of Dino Riki began. A courageous young man, Dino Riki is determined to establish mankind's future in this violent age. Dino Riki must fight his way through lush swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



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## GALAGA

One of the oldest — and still one of the best — arcade favorites, *Galaga* offered plenty of play for your quarter. The NES version preserves the excitement and features of the original: endless waves of attacking alien spaceships, challenge screens that give you big bonuses, and double firepower when you free one of your captured fighters. Simple, fast, addictive — *Galaga* is a classic.

Bandai



## GAUNTLET

Morak, an evil demon, has stolen the Sacred Orb of the land of Rendar. In this role-playing adventure, you can choose to be one of four characters: Thor, a warrior; Thyra, a Valkyrie; Merlin, a magician; or Quesler, an elf. You can only reach the orb after completing 100 maze rooms, some holding parts of a combination to the final room, where the relic is hidden.

Tengen



## GHOSTBUSTERS

There's a party over at the Temple of Zuul, and all the slimers, spooks, and specters of New York are invited. But you and your fellow Ghostbusters are on hand to collect the invitations. Arm your ectomobile with vacuum suckers, ghost alarms, and sound generators, then search the city for spirits to sweep into your traps. Finally rush to Zuul for your battle with Gozer.

Activision



## GOLGO 13

The first game to capture the flavor of a James Bond adventure, *Golgo 13* features realistic urban settings, dialogue balloons, a hero based on one of Japan's most popular comic book characters, and an elaborate storyline that makes no sense whatever, but is great fun in a dopey sort of way. If there's a Nintendo game more jam-packed with violent mayhem, we have yet to see it.

Vic Tokai

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## GUERRILLA WAR

Your island country is in the hands of a despicable dictator. What are you going to do about it? If you're going to free your compatriots, then you're going to have to fight your way through the jungle; secure a small farm; swim a river; explore a coal mine; blast your way through two cities, a sewer, and a military base; and assassinate the sinister sovereign at his palace. No problem!

SNK



## GYRUSS

Zap endless waves of Gyrussian invaders as they come at you in deadly circular battle formations, while your starfighter whirls in circles around the edge of the screen. Gyruss has 36 stages of thumb-numbing action for fire-button jockeys who like their arcade games fast and furious enough to test the outer limits of perception and reflex.

Ultra



## HUDSON'S ADVENTURE ISLAND

Young Master Higgins is all alone on a South Pacific island trying to rescue Princess Leilani. But don't feel sorry for him. There is plenty of fruit so he can keep up his strength, and weapons hidden in eggs so he can protect himself from the wild creatures. But he'll need your help to beat the eight bosses that lie between him and his princess.

Hudson Soft



## INDIANA JONES AND THE TEMPLE OF DOOM

Archeologist and adventurer Indiana Jones faces trouble with only his wits and his bullwhip. He'll certainly need both as he tries to recover the stolen Sankara Stones and free the imprisoned children of a nearby village. After fighting cobras, bats, and thugs, he still has to survive a wild ride in the mines and a battle in the Temple of Doom.

Mindscape



# Get all fired up... for the Adventure of a Lifetime

## Role playing



## Action-adventure



## Password feature



## 2 speed levels



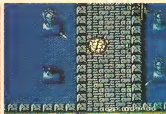
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# FCI HYDLIDE



## JACKAL

Take the wheel of an all-terrain jeep to infiltrate enemy territory and rescue some prisoners of war. Armed at first with a machine gun and grenades, you can knock out soldiers, tanks, cannons, submarines, and other enemies to earn better weapons. If you play with a friend, you'll have two jeeps fighting through the six tough levels.

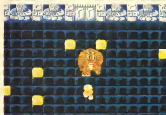
Konami



## JOHN ELWAY'S QUARTERBACK

This festival of football allows you to control every aspect of the game. On offense, you are the quarterback who calls and executes the play. You can even call one play in the huddle and change your mind at the line of scrimmage with an audible. On defense, you choose the alignment and control the middle linebacker. Drop back or blitz — the choice is yours.

Tradewest



## KUNG FU HEROES

Lovely Princess Min-Min has been captured, and you must rescue her. But you'd better dust off your martial arts skills first. There are 32 rooms to explore, and deadly foes fill each one. Punch out karate champs, flip over acrobatic assassins, or kick the other bizarre creatures into oblivion. Hit the blocks in each room to earn money, power, energy, or a bonus round.

Culture Brain



## LEE TREVINO'S FIGHTING GOLF

This surprisingly sophisticated golf game is as dynamic as the man it's named for. You'll choose your club, aim your shots, blast out of bunkers, putt for birdies, and a lot more. There are two courses and four characters to choose from. The Nassau game includes a near-pin contest and a longest-drive shootout. So grab your sticks and prepare to play golf south-of-the-border style!

SNK

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## MAGMAX

Far into the future, Earth is invaded by an alien culture. After years of domination, the aliens depart, leaving behind a huge dragon-shaped computer called Babylon to control the planet. But when Babylon malfunctions, a robot called MagMax is sent to destroy the computer and the 30 alien foes Babylon has sent after him. Four stages of fast flying and fighting.

FC1



## MARBLE MADNESS

Here's a game you can play over and over again, since it's different every single time. Guide a marble through six different mazes, each more difficult than the last. Battle marble munchers, vacuum cleaners, acid puddles, and steelies, plus the clock. There's a time limit for each maze, but any leftover time is carried over to the next one. Fun and addicting.

Milton Bradley



## METAL GEAR

This combat-quest game rewards patience and good planning as well as a quick trigger finger. As special agent Solid Snake, your mission is to infiltrate the domain of a mad dictator and destroy his doomsday machine, otherwise known as Metal Gear. To do this, you must penetrate five heavily defended strongholds using the items and weapons you pick up along the way.

Konami



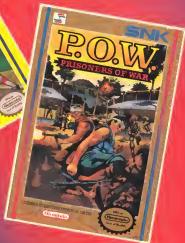
## MILON'S SECRET CASTLE

Help Milon search a warlock's castle for a kidnapped princess. Starting outside the castle, lead Milon to the fourth floor. Each room is a maze, and there are items you have to buy to continue. For example, without the hammer, you can't break through to secret rooms. Even with the right items, however, you still have to fight seven demon-monsters — and the evil warlock.

Hudson Soft

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## MYSTERY QUEST

You are Hao, a wizard's apprentice. To become a full-fledged magician, you have to find four talismans. Your search takes you throughout the world of *Mystery Quest* — underground chambers, above-ground roads, and strange parallel planes that lie inside castles. Hidden items give you skills or build your strength. A beginner's *Zelda* with whimsical graphics, and a not-too-difficult quest.

Taxan



## 1943

Subtitled "The Battle of Midway" even though Midway was fought in 1942, this air-sea combat game makes you the pilot of a super-powered P-38 that can unleash tidal waves, lightning bolts, and cyclones in addition to bombs and bullets. The sky is full of Zeros, the sea is covered with warships, and the action is wild.

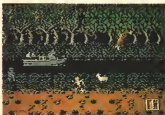
Capcom



## NINJA GAIDEN

For centuries the Hayabusa clan has guarded the sacred Dragon Sword. Now the clan's elder has been killed and his son must take revenge. A letter left by his father instructs Ryu to take the sword to America. That's where you come in. You must use your acrobatic abilities and superior sword skills in an effort to thwart the enemy Jaquio's plan to rule the world. It's a classic game of skill and daring.

Tecmo



## OPERATION WOLF

Turn the tables on the terrorists in this blood-thirsty combat game. Use your "zapper" light gun to blast guerrillas, choppers, armored cars, and heavily armed patrol boats. The screens are swarming with bonus targets, but they're usually mingled with civilians or fleeing prisoners, so you'll need quick reflexes and a keen eye to rescue the hostages.

Taito



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## OTHELLO

This popular board game combines the strategy of chess with the simplicity of checkers. *Othello* is played on a 64-square board with 64 pieces that are white on one side and black on the other. The object is to capture your opponent's pieces between your own. Captured pieces flip over to become the color of the player who captured them. One move can change the course of an entire game.

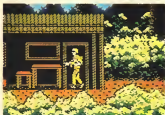
Acclaim



## PAPERBOY

Make sure the subscribers get their newspapers and the nonsubscribers get their windows broken as you attempt to deliver the morning daily on the toughest route a kid ever had. Avoid toddlers, fire hydrants, and irate suburbanites, then sharpen your skills on the paperboys' training course. The charm and good humor of the original arcade hit are intact, but the graphics have been simplified.

Mindscape



## PLATOON

Don't think *Platoon* is simply a jungle warfare game. It's important to kill the enemy and avoid being killed yourself, but knowing when *not* to kill is important, too. Endanger innocent villagers and your morale drops. Four levels to explore: the jungle maze, the tunnels, the bunkers, and back to the jungle. Find ammo, explosives, and other items to make yourself more dangerous to the enemy.

Sunsoft



## Q\*BERT

*Q\*b*ert puts you in command of a cute hose-nosed alien who must jump on every square of every level of 40 different pyramids. Nastier critters try to undo what *Q\*b*ert has done. Graphically, the Nintendo conversion is satisfactory, but fans of the original arcade game may find *Q\*b*ert harder to maneuver with a control pad than he ever was with a heavy-duty joystick.

Ultra



It's as simple as black & white,  
but it can blow your mind...

## Othello

A Minute to Learn...A Lifetime to Master

It's a never-ending challenge, whether you pit your wits against the computer or a friend. In a well-timed one move you can win the game!

Your opponent traps your discs and flips them to his side. Unless you beat him to it. The advantage shifts from Black to White and back before you can say Othello. With four skill levels to beguile your mind, no matter which you play, you'll flip!



Look for Othello  
for your Nintendo  
Entertainment System!



Developed by Nintendo for play on the

**Nintendo**

ENTERTAINMENT SYSTEM™

**Acclaim**  
entertainment inc.  
Masters of the Game™

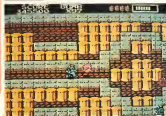
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## RAMPAGE

Eat your fill — the entire city is at your feet. Literally. Pick a monster and attack as many U.S. cities as you can stomach. Smash the buildings, eat the people, and wreck any of the helicopters, tanks, or cars that get in your way. Search the buildings for cheeseburgers, and other goodies. But watch out for poison and electrical appliances. When a big guy like you gets indigestion, *everyone* suffers.

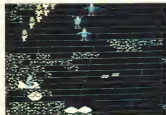
Data East



## ROBOWARRIOR

The peaceful inhabitants of the planet Altile have been forced underground by the evil Xantho lords. You are a Z-type Earth Defense Cyborg (ZED) sent to Altile to defeat the lords. The Altilians have hidden supply pods on the surface of the planet and in underground tunnels. Find them — you'll need a lot of help to conquer Xur, the Xantho leader.

Jaleco



## SEICROSS

It's war around a bike track as you try to rescue the peaceful Petras from the rule of the Basrahs. You're behind the wheel of a heavily armed super bike, zooming through obstacle zones, slippery zones, and battery zones while trying to reach the BalTank, an armored dinosaur vehicle that is the Basrahs' secret weapon. Rescue Petras along the way for huge bonus scores.

FCI



## SESAME STREET 1 2 3

Actually two games in one for younger children, *Sesame Street 1 2 3* is the first of several *Sesame Street* titles. "Astro Grover" is a beginning math game in which the lovable muppet has an alien encounter with the Zips on planet Zap. "Ernie's Magic Shapes" teaches children shapes while Ernie gives a magic show. Match shapes, sizes, and colors of the objects he materializes from thin air.

Hi-Tech Expressions

# CASINO

So what's  
wrong  
with a  
little  
greed?



You are the Casina Kid. As you maze through the casino, you pick up gambling tips you'll need to help win at blackjack and poker. The stakes are high and the games are hard. Life's a gamble so what have you got to lose? Come on, gamble with us. We dare you.



DESIGNED BY WALT DISNEY HOME ENTERTAINMENT

**Nintendo**  
ENTERTAINMENT  
SYSTEM

**SOFEL**™

DISNEY AND NINTENDO ENTERTAINMENT SYSTEM  
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
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## SKATE OR DIE

It's a five-event free-for-all, and all rad ramp-riders are invited. The pool joust, the high jump, the downhill race, the alley jam, and, of course, the freestyle comprise this energetic videogame. Ollies, 720's, aerials — they're all possible in this concrete kingdom. You don't even have to worry about injuries, so air it out!

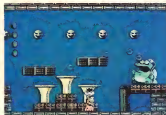
Ultra



## SUPER DODGE BALL

Choose from three different game modes and three levels of difficulty in this simulation of an old school and backyard sport. *Super Dodge Ball* has more action than the real games you remember, and keeps track of a huge number of player statistics. Watch the opposite team react to your passes, throws, runs, ducks, and jumps. You can choose from eight teams of six players each.

CSG Imagesoft



## SUPER MARIO BROS. 2

Luigi, Princess Toadstool, Toad, and the irrepressible Mario are back. In this adventure, the evil Wart has captured Subcon, the land of dreams. Mario and his pals have to fight Trouters, Shyguys, Birdos, Pldgits, and assorted other meanies before they can even get close to Wart. Alternate between the four heroes to work through all seven worlds of this popular sequel.

Nintendo



## TABOO

Okay, it's just for entertainment. Don't look for answers to all your problems in *Taboo*. But the curious can type in their name, birthdate, and sex, then ask any question. The tarot cards will be placed, and *Taboo* will give an answer. *Taboo* will also calculate your lucky numbers or provide you with lottery numbers. It's obviously not a game, but it's fun for a get-together or slumber party.

Tradewest

**BANDAI**

Licensed by Nintendo for play on the  
**Nintendo ENTERTAINMENT SYSTEM**

# "EXCELLENT!"

## SHOOTING RANGE

## GOLF

Challenge Pebble Beach



## MONSTER PARTY



## DR. JEKYLL

## Mr Hyde

## STREET COP



## WILD BOYS



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## TECMO BASEBALL

Can you smell the chili on the hotdogs? Can you hear the crack of the bat? Maybe not, but that's about all that's missing in this baseball game. You control the movements of each player, whether he's on the mound, in the batter's box, or on the field. The ball takes realistic bounces, and its moving shadow gives a vivid 3-D illusion.

Tecmo



## TECMO BOWL

This gridiron spectacular should please football enthusiasts of all ages. It features representations of several National Football League teams and the players that star for them. Control Dan Marino and Miami's Mark II offense, or Mike Singletary and the vaunted Chicago defense. You can even make a run for the Tecmo Bowl championship by using the provided after each win.

Tecmo



## CADE

A group is threatening nuclear annihilation. You are sent to destroy their nuclear power plant. You have a combat motorcycle, and hidden throughout the game are armed sidecars that help you fight soldiers, snipers, tanks, helicopters, and more. You also have a limited number of aerial bombs. But who needs bombs if you can find the vulcan cannon?

American Sammy



## TRACK AND FIELD II

Practice for the next Summer Olympic games now with *Track and Field II*. Fifteen events can be played in training mode, Olympic mode, or versus mode (you against your friends). You can choose from such events as the high dive, fencing, pole vault, hurdles, horizontal bar, archery, canoeing, clay pigeon shooting, freestyle swimming, or hammer throw.

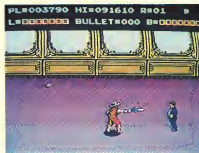
Konami



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## HINTS & TIPS

- When you're fighting, back yourself into a corner. That way if you drop your weapon, you'll automatically get it back.
- Your gun is a more powerful weapon than the ugly stick or whip. So save your bullets for the toughest enemies.
- The enemies in the French Quarter walk with their hands in their pockets. They'll get close and then pull a weapon. Use a whip to keep your distance.
- You'll meet Rocky and Rocco after you defeat Gordon. Stand in the bottom left corner and punch as fast as you can. Wiggle so they can't hold you.

## SCREENS SHOWN

- 1 In stage 1, Bayou Billy's backyard, you can defeat enemies with just your foot-long blade.
- 2 The light gun works best against the helicopter and enemies of stage 2, the Dixie Swamp.
- 3 In stage 3, Gator Alley, zigzag from the top to the bottom of the screen to avoid being 'gator food'.
- 4 The highway in stage 5 isn't as rough as in stage 4, but the curves are a lot sharper.
- 5 In the French Quarter (stage 6), use a whip or some other long-distance weapon.
- 6 Gordon has a gun, so you're better off facing him with a weapon of your own.

## ALL-PRO BASKETBALL

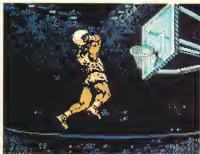
Whether you're competing against a friend, taking on the computer, or just watching two computer opponents play, *All-Pro Basketball* lets you experience the high-pressure, high-speed world of professional basketball.

You can choose from eight teams: the New York Slicks, the Chicago Zephyrs, the Boston Rockets, the Los Angeles Breakers, the Dallas Stallions, the Phoenix Wings, the Seattle Sonics, or the San Francisco Bayriders. It's real five-on-five basketball, and you can jump, block, and steal. But you'd better be good, since you have to beat each team three times before you win the championship.

Watch out for violations — pushing, charging, traveling, over-and-back, and the rest. If a foul is committed, you might want to substitute players to give the troublemaker a rest. Each team has different attributes, and the individual players have unique skills as well. Just as in real basketball, your players become fatigued as the game progresses. It's up to you to check the player-select screen to see if the players' health and stamina are getting low.

It takes a bit of practice to get used to *All-Pro*. You have to be fast with a controller to pass the ball from player to player accurately, and it's disconcerting to play on just the upper court (the screen changes with ball possession so the net is always at the top of the screen). But you say you can't beat the computer? *All-Pro* evens the odds by allowing two players to take on a computer opponent together.

Vic Tokai



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## HINTS &amp; TIPS

- You can't be called for goal tending in *All-Pro*, so use it to your advantage.
- Never go for a three-point shot. The chances against making the basket are astronomical.
- You should change players several times, especially if you're playing against the computer.
- The best overall team is the LA Breakers. They're very fast, although they aren't consistent shooters.

## SCREENS SHOWN

- 1 You'll rarely miss a slam dunk when the game cuts to this screen.
- 2 Watch those violations! You might want to substitute another player for a troublemaker.
- 3 There's a short half-time show featuring acrobatic cheerleaders.
- 4 Line up the arrow with the basket before attempting a free throw.
- 5 If you see this screen, your attempt at a basket is probably about to be blocked.
- 6 It's no surprise to see the Breakers in the winner's box — they're the best overall team.



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## BACK TO THE FUTURE

Like most Nintendo versions of hit movies, *Back to the Future* doesn't exactly duplicate the film, but rather strings together a series of arcade-type situations suggested by aspects of the story.

You assume the role of Marty McFly, who is thrown back in time 30 years and discovers his own mom and dad attending "his" high school in the little town of Hill Valley. As in the movie, Marty can return to his own time only by enlisting the aid of an eccentric scientist. Their time travel experiment will throw Marty "back to the future" if Marty can rendezvous with the doctor at the right moment.

As Marty, you must skate all the way through Hill Valley, racing against time. You collect clocks to aid your progress, and dodge a variety of obstacles such as potholes and gangs of local high school bullies.

If you fail to beat the time limit during any level of play, the family snapshots at the bottom of the screen fade a little more. If they fade completely, then you're stuck permanently in the past. (Hey, it could be worse — think of the fortune you could make betting on Super Bowls!)

LJN





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## HINTS & TIPS

• *Back to the Future* is like *Paperboy* with a skateboard. Among the road hazards are two guys who wander into the street. Watch out — the clear path between them is actually a plate-glass window.

• At each major stop along the way (the school lab, the local malt shop, and so on), you'll have to master an arcade sequence in order to reach the next level.

• Biff and his gang will attack Marty inside Lou's Cafe. Marty has to repel them by throwing milkshakes until none of the crew-cut attackers are left. Don't hit the waitress, though.

• In another scene, this time inside a high school classroom, Marty must capture all the hearts Lorraine throws at him before he can proceed on his own quest.

## SCREENS SHOWN

- 1 Malt shops can be dangerous places, when local bullies attack. Fight them with your supply of milkshakes.
- 2 While racing through town on your skateboard, you must collect clocks as well as dodge obstacles.
- 3 A map of Hill Valley comes on the screen periodically so you can check your progress.
- 4 There's a bonus at the end of each scene if you've managed to beat the timer.
- 5 Here's a new meaning of the term "heart throb," as Marty races to catch all of Lorraine's hearts.
- 6 If you can't cover the route before time runs out, you'll be stuck in the past — your parents' past.

## BAD DUDES

It's ten o'clock. Do you know where your president is? If you're playing *Bad Dudes*, he's being held hostage by the Dragon Ninja, and it's your job to save him.

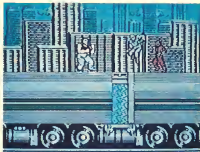
A long-time arcade favorite, *Bad Dudes* is basically a fast-paced street fight. There is no maze or puzzle to figure out, and no intricate player movements to master. You simply punch, kick, and stab until all of your opponents — and there are quite a few — are either killed or chased away.

One of this free-for-all's best features is its player control. Punching, kicking, and jumping quickly become second nature. If you shy away from games that require a lot of jumping, have no fear. In *Bad Dudes*, jumping is just one of your options, not a prerequisite for success.

Still, the Nintendo version of the game, as good as it is, lags behind the arcade hit in one important category — two-player action. Unfortunately, players can't slug it out side-by-side in the Nintendo version as they can in the arcades. Fighters must wage battle one at a time, making *Bad Dudes* a points race.

The red ninjas that occasionally dash across the screen are key to your success. Eliminate them and you'll acquire various weapons, more time, and additional life units. And you're going to need every weapon you can get to destroy the level leaders assigned to kill you.

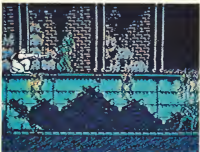
Data East



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## HINTS &amp; TIPS

- Try to stay on top of the semi in level 2 and the train in level 5. If you leap or get knocked off, hop back up as quickly as you can.

- On each level, try to maintain possession of a weapon for your fight with the super warrior. You're going to need all the help you can get.

- If you're keeping score, remember that flaming ninjas, at 1000 points each, are worth the extra punches.

- A good basic strategy is to destroy anything in this game that moves. You will encounter only foes on your way to the factory.

## SCREENS SHOWN

1 If you kill the red ninja in stage 2, you'll earn an important weapon or supply item

2 You don't have to be right on top of an enemy to use a weapon. You can stab this ninja without risking your health

3 The green ninjas in the stage 3 sewers keep multiplying until their health meter runs down

4 The flaming ninja you meet in the forests of stage 4 adds the most points to your score when you kill him

5 Use your jump-spin kicks in stage 5 to knock the boss off the train. But watch out for the mace he swings!

6 To get the last boss, the dragon ninja, jump onto the helicopter



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## Baseball Stars

*Baseball Stars* is the all-purpose baseball simulation. You not only pitch, hit, and run, but also perform the duties of manager and owner. As manager, you call bunts, steals, pinch hits, and intentional walks. As owner, you can hire, fire, and trade personnel. And if all you want to do is batter-up, that's OK, too.

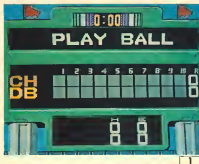
You can create a league of up to six teams, then decide the length of a season and how many teams will vie for the pennant. You even get to name your club and pick out a logo.

*Baseball Stars* really excels in its front-office aspects. Player profiles display strengths and weaknesses. They also tell you how much each team member is getting paid. If you don't like how someone is performing, fire or trade him. After each win in league play, the cash you earn can be used to develop the players on your roster, or to acquire other players.

Whether you're behind the plate or on the mound, it won't take long at all to become familiar with the player movements. The game is consistent and sophisticated, so a batter with a low rating in speed will run with cement in his shoes. Like any good field general, you'll need to make informed decisions.

Fielding is the game's only weakness. When a long fly ball is hit, you have no way of determining where your outfielders are until it's too late. To make this especially frustrating, the computer always executes perfect outfield catches.

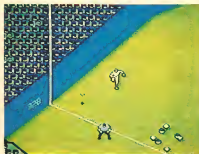
SNK



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## BASEBALL STARS



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## HINTS &amp; TIPS

- Don't let your base runners become easy outs. Make sure they always tag up before advancing a base.
- Watch for fielding errors, especially if when playing another person. If the ball is thrown to the wrong base, prepare to run.
- When assembling a team for league play, choose balance. Any other option simply leaves too many weaknesses for the opposition to exploit.
- To steal, press the B button just as the pitcher begins his windup. This gives your runner a good jump on the catcher.

## SCREENS SHOWN

- 1 You can check the scoreboard at the beginning of the game and at each half inning to see who's on top.
- 2 You can control the pitcher while you're playing the field, or the better when you're on offense.
- 3 When fielding a long fly ball, keep an eye on the base runners shown in the lower right of the screen.
- 4 Baseball Stars includes an option to create your own team.
- 5 When you've created a team, check out the players' skills on the subscreen.
- 6 If you don't like the performance of one of your players, you can trade or fire him.

## BUGS BUNNY'S CRAZY CASTLE

What's up, Doc? Well, Honey Bunny has been captured by Daffy Duck, Sylvester, Wiley Coyote, and Yosemite Sam. She's being hidden in a castle, but Bugs Bunny, that cleverest of rabbits, is hot on her trail.

Help Bugs search the castle, picking up carrots along the stairways or inside the pipes. Fight off the varmints by dropping crates, safes, ten-ton weights, or water buckets on their heads, or by bopping them on the noggin with a boxing glove.

Carrots, naturally, help you keep up your strength. Pick them up whenever you can, and look around for the magic carrot juice that will make Bugs invisible. In addition, some levels have a "No Carrot" sign — don't touch it unless you're an expert gamer. If you touch the sign, you end up in a special level. If you complete the level, you gain three lives. But if you lose, you have to repeat the last three levels you finished.

You have five lives, and you get another life for every level you complete. But there are 60 levels, and you can lose a life any time you're captured by one of your cartoon foes. Luckily, there's a password feature so you can always continue from the highest level you've completed. Kids of all ages are sure to enjoy this hare-raising adventure, the first starring that Wascally Wabbit.

Seika



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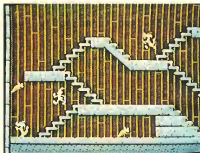


## HINTS &amp; TIPS

- When an enemy is moving through doorways or pipes, he can't harm you. You can pass through him without being trapped.
- Save the most difficult carrot to reach for last. You'll advance to the next room automatically, so you won't have to get back out of the trap the carrot's in.
- Save the boxing glove for critical situations. Use it only when you're trapped or if there is just one enemy left in a room.
- Try to drink the carrot juice when several enemies are near each other. It's easy to kill several of them at once when you're invincible.

## SCREENS SHOWN

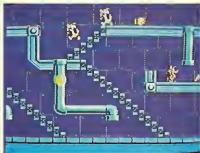
- 1 Save the boxing gloves until you're in a tight spot — like here.
- 2 That safe on the ground level won't do you much good. There's no way to get behind it.
- 3 If you send the safe down after Yosemite Sam, you won't have to worry about that varmint anymore.
- 4 Halt in your tracks! One more step and Sylvester will be eating rabbit stew.
- 5 Try to drink the carrot juice when there are several enemies around to destroy.
- 6 When moving through a pipe, stop if the exit suddenly becomes blocked by your foes.



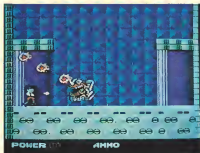
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## CLASH AT DEMONHEAD

Not too far into the future, an evil gang known as the Lawbreakers is planning to take over the world. They have kidnapped a nuclear scientist, Professor Plum, and are trying to force him to construct a doomsday bomb.

You are Bang, a member of a gang called the Tigers. Your mission is to rescue Professor Plum, disarm the bomb, and find Joe — another Tiger who disappeared earlier while searching for the scientist.

Search everywhere — on the beaches, in the forests, and up in the mountains. There are special routes that speed your progress and people who can teach you new skills. You can find items that will help you, too. Apples and hearts replenish your energy, and money and gold enable you to buy things in the shops. Other items are more difficult to earn, but you won't be able to reach the doomsday bomb without your jet sled or super suit.

When you rescue the hermit, he will teach you the Force — five valuable powers which include teleportation, energizing, and levitation. But will the Force be enough to help you destroy the seven bosses? Only the brave will defeat Tom Guycot, the living skeleton; Mush, who breaks off pieces of himself to throw as bombs; Gazh, part motorcycle, part monster; Max, who gets bigger every time you hit him; Pandar, the fusion of two ogres, one black, one white; Shark, who can warp from place to place; and Bopper, whose fireballs are deadly.

Vic Tokai

## HINTS &amp; TIPS

- You should have at least \$15,000 before you buy anything in the shops.
- There's only one place on the whole map where you can find a shop call, so be sure to buy one or two when you're in a shop.
- Don't forget your extra items — the jet pack, power boots, aqualung, and super suit. For example, you can look for hidden rooms under lava or water if you're wearing the super suit.
- Don't bother to remember the arrangement of the seven medallions in the machine. The pattern is random and changes from game to game.

## SCREENS SHOWN

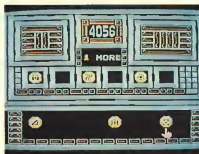
- 1 Kill this dragon boss by shooting its eyes. Don't forget to replenish your energy, though.
- 2 You can check your position by referring to the map screen.
- 3 If you fall into a pit, you enter another room. Go left or right to return to the map screen.
- 4 Enter the shop to buy weapons and other items. Don't forget to buy more shop calls!
- 5 If you wear your diving suit in the water, you might find a room or passageway down below.
- 6 The seven medallions have to be entered into the machine before the bomb goes off.



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## DEFENDER OF THE CROWN

England, A.D. 1149. The green hills of the land are stained with blood, and the ground shakes beneath the hooves of armies on the march. The king is dead and the throne is empty. Six great lords, three Norman and three Saxon, are laying claim to the crown. You can portray any of these leaders you want, but choose carefully. Plan your strategy around each man's strengths and weaknesses.

*Defender of the Crown* — originally a personal computer game — is one of the more elaborate games of strategy yet issued for the Nintendo system. Plan your aggressive and defensive moves thoughtfully. You can accumulate gold by conquering or raiding other provinces, or by winning a jousting tournament.

Plot your enemies' downfall; enlarge and distribute your armies, castles, and catapults; and prepare to fight both large-scale military campaigns and one-on-one duels with individual knights. If you survive your first few tournaments or sieges (not so easily done!), your leadership rating and effectiveness on the battlefield will increase. But if you violate the rules of chivalry — such as lancing your opponent's horse during a joust — you can be sent home in disgrace. And if you're captured on a raid, the ransom may empty the castle treasury.

*Defender of the Crown* is a graphically rich and imaginative game. It's further proof that NES games are becoming more mature and broader in their appeal.

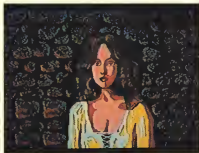
Ultra



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## HINTS & TIPS

- Early in the game, use token forces to occupy as many of the surrounding lands as you can. You can buy more soldiers and still provide a buffer zone against sudden attack by your enemies.
- You have the option to "pass" on your turn. Sometimes it's wise to do so. But even though it saves money, it also may leave you vulnerable to enemy action, so time it carefully.
- If your character is rated "strong" at jousting, wager land on a tournament. If you win, you'll improve your power or strategic situation without spending a farthing or shedding any blood.
- Before laying siege, stop off in Sherwood Forest to enlist Robin Hood as an ally. His men are good guerrilla fighters, and their ambushes can whittle down your opponent's army.

## SCREENS SHOWN

- 1 There is a rhythm to sword fighting, and once you learn it, your chances of winning increase significantly.
- 2 Don't hit your opponent's horse when jousting. This act will get you banned from the tournaments in disgrace.
- 3 It takes a lot of manpower to repel a siege. So your home garrison needs to be strong, even if you take other risks.
- 4 Sometimes the computer will hatch a plot. Be prepared for ambush, treachery, or other skullduggery.
- 5 Study the strategic map often. Opportunities and threats can both materialize suddenly.
- 6 Rescue Rosalind to receive increased power and prestige. And Rosalind herself is nothing to sneeze at.

## DEMON SWORD

According to legend, a brave warrior armed only with an ordinary sword once defeated the Dark Fiend. Now the Dark Fiend is terrorizing the country again, but the three blades of the demon sword are missing.

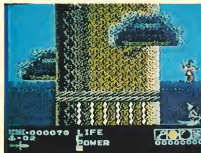
You are Victor, a fighter who is the keeper of the demon sword's hilt. You must find the three blades, each of which is hidden in a different dark world. When the sword is whole once more, you must follow in your ancestor's footsteps and defeat the Dark Fiend.

Each of the three worlds in *Demon Sword* is divided into two parts. The Bamboo Forest of world 1 contains the training grounds you must use to become a Demon Warrior. In the Cedar Mountains, you'll have to defeat an old wizard to win the first blade. When you overcome the dark priest of the Temple Graveyard and the troglodyte of Fire Mountain, and you'll have finished World 2 earned the second blade.

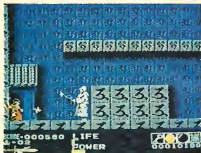
The skullkeeper is waiting for you on the summit of Bone Mountain in world 3, and the Harpee guards of the Dark Fiend's castle hold the third blade. When the demon sword is complete, enter the Brimstone Fortress for your final battle.

Magic items abound to help you on your journey. Learning to master the fire spheres, sheet lightning, wave beams, magic darts, arrow beams, and magic wheels is challenge enough for any Nintendo warrior.

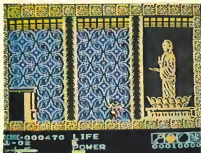
Taito



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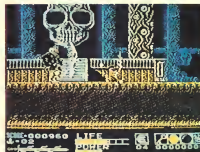
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## HINTS & TIPS

- To see the password screen, press the A and B buttons three times while holding up on the directional pad. Enter a formula when the title screen and the game-over screen appear.
- Obtain keys to get into the numerous doors in each stage. If you defeat the warrior inside, you'll receive a magic weapon.
- Keep jumping into the air. It uses less energy than traveling on the ground.
- Defeat the boss of the graveyard stage with swirling fire magic.

## SCREENS SHOWN

- 1 You'd better watch where you land. It's hard enough to beat this guy without falling on his head.
- 2 You'll need a key to get into this room, but you can earn magic items inside.
- 3 Kill the boss in this shrine, and the item you'll earn will be powerful indeed.
- 4 Surround yourself with a shield of fireballs when fighting this enemy.
- 5 Stay on top of this foe instead of fighting him from a distance.
- 6 If you stand just below this platform, you can cut the enemy from below.

## WAY TO VICTORY



## DESERT COMMANDER

Most Nintendo war games are patterned after arcade shoot-em-ups, with lots of tanks or planes or spaceships, and Rambo-like characters who defeat endless waves of enemies. Any elements of strategy bear as much resemblance to real battlefield planning as a G.I. Joe cartoon does to real combat.

But *Desert Commander* is different. It's a fast-moving, colorful, armored warfare game which involves real tactics. It convincingly simulates such vital real-life factors as logistics (supplying your units with fuel and ammunition), and the effects of different terrain on movement and combat.

The landscape screens look like battlefield game boards. Square icons depict tanks, cannon, aircraft, and supply trucks. You maneuver units and select targets by moving a cursor. Once two units begin fighting, the screen changes to a closeup of the battlefield, complete with explosions and a running total of casualties.

You can fight the computer (a very tough and aggressive enemy in some scenarios), or a human opponent. The battles develop along the lines of the legendary North African campaigns of World War II. A more realistic graphic depiction of the battles would be a decided plus, but overall the game is exciting and smoothly played. *Desert Commander* is a fine game of a type long needed for Nintendo.

Seika

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## HINTS & TIPS

- Protect your ground units against anti-aircraft guns. Their mobility is limited, so position them defensively and lure enemy ground units into attacking.

- Your supplies will be used up fast. Don't be a sitting duck — always position your supply trucks within reach of your forward units (but not too far forward, or you may lose them in action).

- One good tactic is to mass your aircraft against the enemy's supply trucks. Knock them out, and the enemy won't be able to venture far from a town (the only other source of supplies).

- Before each game begins, you have a chance to add or subtract units from your force (the total number of units remains the same). For a custom-made game, try different mixes of firepower.



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## SCREENS SHOWN

1 Press the Start button at any time during the game to see an updated map of the entire battlefield.

2 Customize your force on this order-of-battle screen.

3 Learn the basics with the First Battle scenario. It's challenging, but not nearly as tough as the other scenarios.

4 During combat, the screen shows the exchange of fire and computes the results.

5 By positioning your units behind a stone wall symbol, you have, in effect, placed them behind fortifications.

6 You can maneuver each unit up to its maximum range during each turn.



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## DR. CHAOS

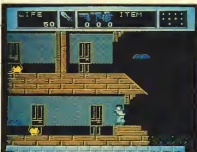
The eminent Dr. Chaos was deeply involved with time-warp experiments when something went dreadfully wrong. The doctor vanished, and his sprawling mansion became infested with monsters that wandered in through the various warps opened by his experiments.

As Michael, the doctor's brother, you undertake the perilous task of searching for the missing scientist. You must also try to find and assemble all the scattered parts of a laser weapon the doctor was working on when he vanished. Once you've assembled this secret weapon, you can cleanse the mansion of its dire inhabitants, restore the space-time continuum, and, hopefully, rescue your brother as well.

*Dr. Chaos* is a game with two distinct sections. The first thing you need to do is explore and map the mansion until you find the entrance to the first warp zone. (Hint: It's on the first floor, but you can't enter it from the hallway.) Conquer the monster at the end of the warp, and you'll find not only the first piece of the missing weapon, but also a warp-zone detector. Use it to finish mapping the mansion and find the other warp entrances. The game then becomes more like a conventional Nintendo monster-basher as you work through each zone and assemble the laser weapon.

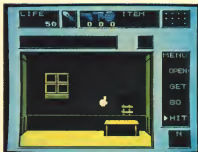
*Dr. Chaos* is big, intricate, tricky, and very clever. But if you dislike painstaking mapping, it may not be the game for you.

FCI

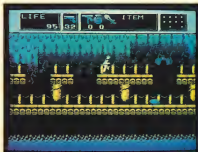




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## HINTS & TIPS

- Don't waste ammo shooting the leaping fish as you cross the long bridge in the middle of the first warp zone. Their jumps are evenly timed, so figure out their pattern and scoot past them.
- Monsters may not appear behind the same doors on different trips through the mansion. If you've mapped the rooms, at least you'll know where they might appear.
- If you get really lost, just take a look at the color scheme. The cellar walls are grey, first floor walls are brown, second floor walls are green, and the walls of the attic rooms are dark red.
- To get enough firepower to survive the warp zones, you may want to note where the weapons and elixirs are in the mansion. Get the zone detector, then start a new game.

## SCREENS SHOWN

- 1 Once you've mapped the mansion, use the wall-holes to travel from room to room, and avoid the hallways.
- 2 When a monster throws you into the hallway, check the door it came through. It may lead to another room.
- 3 Kneel and slash with your knife as you enter the front door. A rat will attack when you go into the hallway.
- 4 The vast mansion is filled with space-time distortions. Winning depends on mapping the house thoroughly.
- 5 Use "hit" to search walls. The mansion is honeycombed with secret passageways.
- 6 Take the upper path through warp zone 1 or you'll hit a dead end. Careful! These blue spheres drain energy.

## DRAGON WARRIOR

Long ago, there was a mystical kingdom shrouded in blackness. This land, known as Alefgard, was saved from perpetual night by a brave knight, Eirdick, who stole balls of light from Alefgard's enemies.

But now the balls of light have been stolen back by a Dragonlord, who has also kidnapped the king's daughter. You are Eirdick's heir, and it falls to you to recover the light and the princess.

The *Dragon Warrior* games are a phenomenal success in Japan, where the original has spawned three sequels. This first U.S. *Dragon Warrior* is another in a line of recent NES role-playing games such as *Hydlide*, *Faxanadu*, and *Ultima*. Though you can't create your own character in *Dragon Warrior*, you can accumulate experience points and cast spells.

Alefgard and the Dragonlord's castle, Tantegei, encompass huge areas, and you'll have to do a lot of exploring and mapping to find the items you need to finish your quest. As in most role-playing games, you have to talk to some people and fight others. There are tool shops, inns, general stores, and locksmiths to visit, and a variety of weapons and armor at your disposal — not to mention dragon's scales, winds, fairy water, and herbs.

The Nintendo market is obviously expanding to include more complex games. If all the new role-playing games are as good as *Dragon Warrior*, Nintendo players will have something to celebrate.

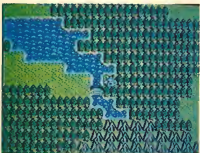
Nintendo



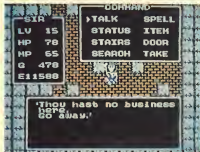
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## HINTS & TIPS

- The princess is in a cave surrounded by a poisonous marsh. Try the sleep spell on her guard.
- Though it's a good idea to map out the caves, it's almost essential to map the grave.
- Start building experience early. You must have a level of at least 20 to defeat the Dragonlord.
- The princess will help you find proof that you're Erdick's descendant.

## SCREENS SHOWN

- 1 The magiwyvern is just one of the tough enemies you'll meet on the last island.
- 2 You must travel back to the throne room to save a game in progress.
- 3 You should build experience in the desert, since there are more enemies there than in the forest.
- 4 You can't do business with tradesmen more than once — they start getting rude.
- 5 Run away from the easy enemies, saving your experience points for tough bosses.
- 6 You should arrive in this town with a supply of keys. And keep an eye out for a secret room.



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## DUCKTALES

The adventures of Scrooge McDuck (with or without the company of Donald and great-nephews Huey, Dewey, and Louie) continue to entertain as richly as they did when the character was first introduced 40 years ago. Now, thanks to the syndicated *DuckTales* cartoon series on TV, the audience for these tall tales is larger than ever.

*DuckTales* for Nintendo captures the zaniness and high spirits of the original cartoons. Through a master control board (located in — where else? — good old Duckburg), you control Scrooge as he embarks on a five-part quest to locate legendary treasures in five exotic locations, including the moon, Transylvania, and the Himalayas.

Scrooge gets around pretty well for an old duck — or at least he will after you've mastered the "pogo-jump" technique with his cane. He uses his cane not only for transportation, but also for clearing obstacles and bashing enemies on the head. The pogo-jump is vital, since bonuses are often hidden in treasure chests, and Scrooge can only get at some of them by pogo-jumping onto something that gives him additional height.

With its delightful graphics, lack of violence, and several levels of difficulty, *DuckTales* is a fine game for young or novice players. More experienced Nintendo players should check it out, too, since it provides plenty of challenge on the more difficult settings.

Capcom



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## HINTS & TIPS

- Push right or left on the control pad while pressing the B button to swing Scrooge's cane. He can knock open treasure chests, bash down stone walls, or take pot-shots with stray boulders.

- Huey, Dewey, and Louie pop up unexpectedly and offer Scrooge some bits of useful information (or maybe even a hint). It's a good idea to note what the nephews have to say.

- Once in each quest, Launchpad the pilot will fly past and offer Scrooge a lift to Duckburg. If you have lots of money and you're worried about losing a life, fly back and put your cash in a safe.

- Defeat most of Scrooge's enemies by pogo-jumping on top of them. But when Scrooge takes a hit, use it to your advantage. He'll become invulnerable and can slip through sticky situations.

## SCREENS SHOWN

1 Difficult terrain, such as this briar patch, can only be crossed by means of the versatile pogo-jump.

2 To reach some chests, Scrooge needs to pogo-jump onto strange things, like this bumblebee.

3 Once during each scenario, you'll have a chance to hitch a ride with Launchpad.

4 Watch for trouble when you reach water. You might cross by jumping on the creatures lurking below.

5 Pogo-jumping doesn't work in the Himalayas. Try it here, and Scrooge will get stuck in the snow.

6 The only way Scrooge can defeat Count Duckula is by taking advantage of all the bats flying around.



## FAXANADU

After a long journey of adventuring, you return to your hometown of Eolis to find the land practically deserted and an urgent message from the king. He has grim news: You are the town's last hope for survival.

Inside the crumbling castle walls, the life source of fountain water is fast drying up. Beyond the walls the World Tree has been struck by a meteorite. Within the World Tree's towns and fortresses, the dreaded dwarfs are stealing from the elves, monsters run free, and chaos reigns.

As the hero in this role-playing adventure, not only must you find the essential water to save Eolis, but you also have to find and conquer the fortress of the Evil One. During your mission, you meet shopkeepers who sell you magic, townspeople who provide you with valuable information, and gurus who give you passwords that allow you to continue a game in progress.

As you work your way to Zenis (where the Evil One lives) you will have to kill numerous monsters. Each dead foe leaves behind gold or bread you can trade for power, weapons, and magic. The journey is complicated, and you must be able to use 12 different weapons, 13 forms of magic, and eight special items to complete your mission. Only the brave will survive all 16 levels to find the water source and conquer the Evil One.

Nintendo





## HINTS &amp; TIPS

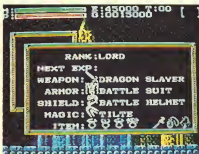
- You won't be able to equip yourself with the helmet and full-plate armor unless you have first earned Dragon-slayer, the sword you need to kill the last boss.
- Build up experience points by battling the fire-breathing monsters.
- Stock up on keys — you'll need them to get through some tricky spots.
- Don't spend time and money on lessons to teach magic or martial arts. You can learn them on your own.

## SCREENS SHOWN

- 1 You'll need to do some general mapping in the Mist World to find your way around.
- 2 See the guru before quitting a game. He'll give you passwords for continuing.
- 3 In the Tree World, one branch will lead from the tree to the castle.
- 4 Stop here to refill your energy for 200 pieces of gold. You'll need that energy before meeting a boss.
- 5 Your status screen before the last boss shows the highest rank, and the best magic, armor, and sword.
- 6 To defeat the last boss, jump up and down in one place and rapidly fire your sword.



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## FESTER'S QUEST

Aliens have invaded Earth, but they made the mistake of starting in Uncle Fester's city. The entire population has been abducted, but luckily the Addams Family has remained untouched. So it's up to that creepy and kooky band to save the world from alien domination.

While Gomez keeps an eye on things in the family mansion, Uncle Fester and the rest have spread out to try to rescue the city. All the family members except Fester have found houses in which to hide, and they're hoarding supplies for Uncle to recover. His mission is to search above and below ground for aliens, and finally destroy their spaceship.

A menu screen tells Fester the items he has on hand, and also keeps the pieces of the map that tells where the Master Alien Boss is hiding. Fester gets a piece of the map every time he kills an enemy boss. There are five pieces in all.

Among the items the other family members can supply Fester are the vise grip, to regain speed; TNT, for time bombs; potions, to recover all health points; potions of invisibility, for slipping by enemies unnoticed; missiles, to destroy several enemies at once; and nooses, to make the butler Lurch appear and kill all the enemies on screen.

The continue feature is a big help, but you'll make more progress with *Fester's Quest* if you have a joystick with rapid fire.

Sunsoft



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## HINTS & TIPS

• Pay attention to the colors of the weapons. A blue gun or whip will increase your strength, but a red one will drain your energy.

• Other Addams family members — Pugsley, Wednesday, Morticia, Thing, and the rest — are hidden in houses throughout the city. Find them for hints and special items.

• When you enter a 3-D building, make a map. You need to know what is hidden behind the doors, and which corridors lead back outside. There are never any weapons in the corridors.

• You can increase your health points from two to four units by leaving the path to go into a house. Pierce a dead-end wall, and your health is doubled.

## SCREENS SHOWN

1 Uncle Fester watches as aliens land in his city. What can he do?

2 When you're above ground, look for stairways leading to underground chambers.

3 You'd better have a light bulb, though, before you head underground.

4 Does this scorpion look familiar? Maybe those *Blaster Master* fiends aren't satisfied with their own game.

5 Keep an eye on the inventory. You need keys to enter buildings, and light bulbs for underground chambers.

6 The enemies Fester has to destroy are nothing to laugh at — they're mean, they're bad ... they're from outer space.



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## GOAL!

With soccer becoming as ubiquitous as Little League baseball these days, it's only fitting that the action and subtleties of the sport are now available for the home screen. *Goal!* combines strategy and exciting play with realistic game situations.

You can choose to play as one of the eight American professional teams in a three-round tournament, or sharpen your offensive skills in a shooting contest against a goalie and two other players. Once you've practiced your skills, you can play one of 16 world teams in that ultimate competition — The World Cup.

Teams have 11 players, each rated in dribbling, running speed, shooting ratio, ball keeping, kicking power, tackling, and general defense (marking). Goalies are also rated on jumping, blocking, and catching. On offense you control the player with the ball, but on defense you may control any player by pressing the B button.

In *Goal!* the best offense really is a good defense. If you can master defensive play, your offense will take care of itself. Basically, you want to play as little of the game as possible on your side of the field, which means kicking the ball upfield anytime it gets near your net.

You're asking for trouble by passing the ball or dribbling in front of the net. Most opposing players are good (and get better) at heading the ball into your goal. Your foes also get quicker as the tournaments progress, so you'll be glad you developed your hook slides, tackles, and defensive positioning.

Jaleco



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World Cup

Let's ZONE.

	zone C	zone B	zone A	zone	
USSR		○			2
SPAIN	×				1
ALGERIA				×	2
BRAZIL			○		2

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## HINTS & TIPS

- Ball control is important. Weaving with the dribble will frustrate defenders, but most teams are very good at hook slide steals. Play it safe and don't hold the ball too long.
- Try to get a sense of where all your players are positioned. Your passing will improve if you are aware of your receivers. (Midfielders are the only problem, since they normally freelance.)
- Always play defense in front of the ball. Pursuing from behind is usually ineffective, so keep your main defender between the ball and your goal.
- There are four zones in World Cup competition. When playing the computer, the Soviet national team (in zone C) is your best bet.

## SCREENS SHOWN

- 1 Since your players all have the same basic skills, any player can try to kick a goal.
- 2 Naturally, your chances of scoring a goal depend on the blocking skills of the other team's goalie.
- 3 A successful goal is cause for celebration.
- 4 For maximum speed, try to run straight down the sideline.
- 5 To advance in World Cup competition, you have to play each team in your zone.
- 6 The best way to steal the ball is to slide into your opponent.

## THE GUARDIAN LEGEND

The guardian in *The Guardian Legend* is you. You're guarding Earth, protecting it from the giant artificial world Naju and its population of deadly alien lifeforms.

You must find your way through the outer labyrinths, reach the inner dungeons (lethal environments generated by the monsters), then find and activate ten self-destruct mechanisms. Fortunately, you can change from human form (to explore the labyrinths) into the shape of a rocket (for passing through the dungeons). There are a dozen different weapons available, some very unusual, and you'll need to master all of them before you can succeed.

Strategic thinking is required inside the labyrinths. Plan your course carefully, referring to the map on the sub-screen (although you'll need practice to get the most out of it). The movements and sometimes bizarre behavior patterns of the inhabitants also need studying. You'll have to learn the proper use of the various gateways you'll come across.

Once you emerge from the labyrinth into the dungeons, your arcade-action reflexes will be tested. You'll encounter a strange assortment of opponents, ranging from man-eating tropical fish to sentient crystals. Fortunately for your sanity, there is a password feature to help you resume unfinished games at a later time.

Broderbund



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## HINTS &amp; TIPS

• Grab all the power-up hearts you can before you face the boss missile battery in the outer limits of Naju. Then *keep moving* and firing to hit the missile ports when their shields are down.

• In some labyrinth corridors, walls pop up for no apparent reason. You can escape them, but you'll earn better weapons if you fight whatever comes when the walls are complete.

• Visit certain corridors more than once after you've familiarized yourself with things in general. Just because a corridor *looks* empty or easy doesn't mean it is.

• One key to success is to match the right weapon to the right situation. Some of the exotic weapons are used in illogical ways, but before long you'll develop an intuitive sense of what might work.

## SCREENS SHOWN

1 When walls begin to surround you, don't run. If you stand and fight, your reward will be much greater.

2 Walk briskly through swarms of labyrinth dwellers instead of fighting them.

3 Be sure to shoot every pyramid in every room of the labyrinth. You may uncover some very useful items.

4 Certain aliens leave bonus items when you destroy them. Simply move over the bonus item to pick it up.

5 Don't let the aliens that look like round ice cream sandwiches surround you. They can destroy you.

6 Make deals with the friendly blue aliens for bonus items and weapons.



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## INTRODUCTION



### BOMBER

**BEST OUTSIDE SHOOTER.  
SUPER FAST.  
THE PLAYMAKER.**

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## HOOPS

You don't find referees at backyard basketball games. So you usually have more fouls, more steals, and more brawls. Since *Hoops* is modeled after the backyard sport, the same holds true — no officiating and lots of contact.

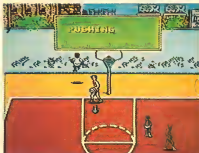
To enjoy this action game, just accept the relative ease with which players can steal the ball from one another. You'll be victimized consistently, and your only recourse is to steal the ball back. On defense, just stay close and keep pressing the A button. The possession arrow will flash below your man after you've stolen the ball.

You can choose from eight players, each with different strengths and weaknesses. When picking sides for two-on-two competitions, make sure you get one player who can shoot (such as Bomber) and one good inside man. The player you select first will handle the ball to start each play, so be sure he's your best shooter.

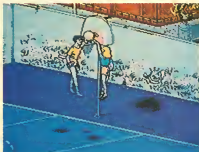
One play that usually produces good results has the play maker at the top of the key and your big man in the paint. A quick jump-pass to the big man should mean two points. If you're near enough to the goal, the screen will switch to a closeup. That's your cue to go for a little thunder. To slam-dunk, press the B button once to jump and again to stuff the ball through the net.

Jaleco





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## HINTS & TIPS

- To block a shot, keep your back to the basket and face your opponent.
- Follow up every shot, since the ball falls directly under the goal after every miss.
- Each player has one or more "sweet spots" on the court — certain locations from which the player likes to shoot.
- Team up Barbie with Mr. Doc for an awesome two-on-two combination. Another good twosome is Jammer and Face.

## SCREENS SHOWN

- 1 Regardless of his height, the defender can block the shot if he reacts quickly enough.
- 2 Thinking like a real basketball player is a mistake. You should shape a strategy based the idiosyncrasies of Hoops.
- 3 Check the players' profiles before you choose your team. Bomber is good, but Barbie and Legs are the best women.
- 4 Don't get rattled if you're the offender in a coll. It won't be long before a call goes your way.
- 5 If you want to be a successful rebounder, you have to anticipate where the ball is going to drop off the rim.
- 6 Rainbows have as much chance of going in as short jumpers, so take a chance.

## HYDLIDE

The peaceful land of Fairyland stays serene because of a magic spell cast by three jewels. When the jewels are stolen and the spell broken, an evil demon is able to bring chaos to the land.

Boralis, the demon, kidnaps Princess Ann and turns her into three fairies, which he hides within Fairyland. You portray Jim, a brave knight, who sets out on a quest to restore peace and to rescue the princess.

Though *Hydlide* is not as complex as many role-playing games, it has many of the same features. You have to build experience points by fighting enemies of ever-increasing difficulty. There are magic spells to learn, and weapons to master. And, of course, there is a land to explore and map.

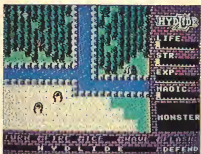
If you find all three fairies, the princess will be revived and will give you the key to defeating Boralis. Then, once you've earned the eternal flame lamp and the immortality potion, you're ready to face Boralis and the deadly water dragon which guards his castle.

Beginners to role-playing games will appreciate the smaller scope of *Hydlide* and the password feature. More experienced players can challenge themselves by using the game's high-speed option.

FCI



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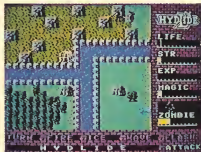
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## HINTS & TIPS

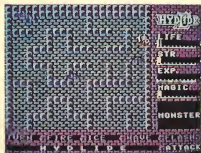
- Start building experience early in the game. And be sure to save your game frequently.
- Use magic on the harder enemies instead of fighting them.
- Think about the moving trees and rocks while you're searching. Fairies can hide in the strangest places.
- You must drain the water to deal with the water dragon.



5

## SCREENS SHOWN

- 1 You can build up a lot of experience points by taking on your easiest enemies — the slimes.
- 2 As you explore the different terrains, look for a tunnel to get across the water.
- 3 Open the treasure chest in this corner and you'll find a cross.
- 4 You must explore all the tunnels in Fairyland, but some are dark, so come prepared.
- 5 If you escape this zombie, you can open the treasure. Don't force it open — use your head.
- 6 If you can defeat the vampire hiding in this hole, you'll earn a sweet surprise.



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## IRONSWORD: WIZARDS & WARRIORS II

Did you like *Wizards & Warriors*? If you did, you're going to love *IronSword: Wizards & Warriors II*. It's always risky to hope a sequel will be as good as its predecessor. However, with improved graphics and more variety, *IronSword* outshines its parent.

Kuros of Elrond is back for a second adventure and another round with Malkil, the sorcerer Merlin called teacher. *IronSword*, the only weapon powerful enough to end Malkil's reign of terror, has been shattered, and its parts separated. You must guide Kuros to search for pieces of the sword, and to gather food, spells, and magic items.

Often you will encounter an Animal King. If you give it the object it wants, you will be allowed to explore new and exotic places. Your journey through the four domains ends with a clash against one of the elements of nature. Win by using the magic that corresponds with the Elemental.

*IronSword* boasts a buffet of video challenges, from combat to detective work. You can even try your hand at a medieval game of chance. If you win, you can pocket cash to buy food, armor, keys, and magic.

If you don't like games that emphasize jumping, however, this game is not for you. Like the original *Wizards*, agile leaping is required not only for traveling, but is also a key to uncovering secret items and passages.

Acclaim



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## HINTS & TIPS

- Collect as many coins as you can. You never know what you might want to buy.
- If you are unable to engage an Elemental in battle, you must continue your search for a spell or an item that corresponds with that Elemental.
- You'll need to buy extra lives in the earth domain. Make sure the pockets of your armor are bulging with extra cash.
- Jump randomly throughout the adventure to discover secret items and passageways. It's also a way to test barriers to see if it's possible to pass safely through them.

## SCREENS SHOWN

1. Unlock every treasure chest you find. Some hold items necessary to winning the game.
2. Ride the waterspout to the top of the screen. You'll find the golden fly there.
3. Once you have the fly, this tremendous frog will let you continue your quest.
4. Throughout the game, you'll find weapons and other valuable items.
5. Defeat the four Elementals to recover pieces of IronSword.
6. The first piece of the sword you'll recover will be the hilt.



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## LEGACY OF THE WIZARD

This game might well be subtitled "Dragon Slaying for the Entire Family," since you'll have to employ all six characters (including the family pet, a friendly monster named Poochi) to win the game.

The story revolves around a woodcutter's family that has lived peacefully in the forest for a long time. Grandmother amuses the kids with stories about their grandfather, a powerful wizard who once freed the kingdom of a terrible dragon by imprisoning it underground.

As the game begins, the dragon is awake and preparing to emerge once more. Using the magic sword Dragonslayer, Mother and Father Woodcutter vow to enter the dragon's underground realm and destroy it forever. The children want to get into the act — and so does Poochi. It's a good thing, too, since each member of the family has different strengths and abilities suited for certain areas of the game.

Return to the cottage as often as you like to trade characters (with Granny's help, you can also obtain passwords to save a game in progress). You'll need to acquire a lot of magical items and special weapons before you can confront the dragon with any hope of success. It lives in an underground dungeon, guarded by four crowns, four huge boss monsters, and thousands of lesser creatures.

Broderbund



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## HINTS & TIPS

• The key to success in this game is to explore the vast underground dungeon. Mapping is essential, since some of the mazes are very intricate.

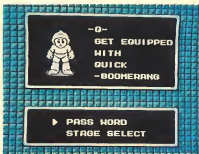
• Try to use all members of the family where they will do the most good. For example, Lyll, the daughter, can jump long distance. She's valuable in part of the dungeon and useless in others.

• Don't forget Pooch! A monster himself, he can wander past hundreds of creatures without being bothered. He doesn't jump or fight very well, but he's useful for exploring and mapping.

• The five major sections of the dungeon maze have different characteristics. They even have their own theme music. So when you hear the soundtrack change, switch characters or tactics.

## SCREENS SHOWN

- 1 You'll have to use the talents of every member of the woodcutter's family to succeed in your quest.
- 2 You must earn the right to carry certain items. Be sure to match the item to the character best able to use it.
- 3 Master the tricky art of jumping sideways and downward simultaneously to get through the dungeons.
- 4 Strong characters such as Xenn, the father, may find that some of the stone blocks in the dungeon are not solid.
- 5 If you need to recuperate or obtain new supplies, stop overnight in one of the inns.
- 6 Many elaborate mazes lie between you and the object of your quest, the fierce and deadly dragon.



## MEGA MAN II

There's good news for the fans of the original *Mega Man*. Now there's *Mega Man II*, and it's just as good (if not better) than the original.

Dr. Wily's back, and he's got eight new robots to help him in his constant quest to rule the world. Only Mega Man can stop BubbleMan, AirMan, QuickMan, HeatMan, WoodMan, MetalMan, FlashMan, and CrashMan — plus their evil leader, Dr. Wily.

*Mega Man* begins his journey of destruction armed with a space gun. But as he defeats each of Dr. Wily's robots, he captures their weapons. For example, once Mega Man has destroyed MetalMan, he gets the robot's metal blade, the most versatile weapon of them all. Without the metal blade, it's almost impossible to defeat BubbleMan.

The challenge of *Mega Man II*, therefore, is not only to defeat the robots, but also to discover the best order in which to destroy them. Each robot is different, so the game is never tedious — far from it. After all, when the robots are destroyed along with the assorted enemies in each world, you still have to storm Skull Castle and meet Dr. Wily.

With better graphics and longer playing time than the first *Mega Man*, *Mega Man II* is sure to be a success. Fans should note that the game is actually a little easier than the original, although there are skill levels to challenge the experts.

Capcom

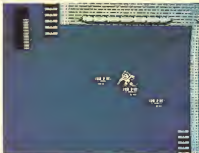


## HINTS &amp; TIPS

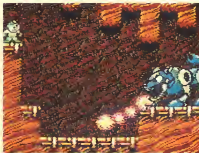
- When wrangling with any of Wily's eight robots, try using your first man to get a feel for your opponents' patterns and attack plan.
- Be sure to blast the bird-fish before they drop their payloads. If you get hit with an egg, hold the control pad forward to minimize your descent.
- MetalMan is tough, but defeat him first to get his powerful metal blade. Also, you'll need to defeat AirMan before HeatMan, since you'll need jet sleds even to reach HeatMan.
- When HeatMan lights up, it means he's about to head your way, so be ready. Bubble Lead is the weapon that scares Heatman the most.

## SCREENS SHOWN

- 1 Watch out for the small tornados that AirMan sends your way.
- 2 You'll receive Item 2, the jet sled, when you defeat AirMan.
- 3 After each victory, you'll receive the very weapon your foe was using against you.
- 4 The only way to get to the next ladder here is to use Item 1, the levitation platform.
- 5 This gigantic dog isn't too tough. Just avoid his fireballs while launching an attack of your own.
- 6 A few shots from your blaster reveal Dr. Wily piloting this helicopter. Or is it Dr. Wily?



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## MAPPYLAND

*Mappyland* is playful, upbeat, and doesn't feature mass killings or hi-tech weaponry. In fact, the action centers around two mice in love. Our hero, Mappy, is a policeman on vacation who will do whatever he can to please his fiancée, Mapico.

Our comic hero eventually makes his way through eight levels four times. Each time through, the object of his search is different. He starts out gathering cheese for Mapico's birthday and ends up collecting baseballs for Mappy Jr., who by then has been born to mouse and spouse.

Don't forget to explore sublevels to find important items, such as the cross hidden inside the church of Ghost Town. Without the cross, the vampire won't let you pass. Enter the sublevels through doors and holes, or by leaping in just the right spot. For example, during your third time through Tropical World, jump on the trampoline below the door of the first hut to enter a secret world.

To advance to higher levels, make use of the various weapons (such as pulleys and cannons) provided in each area. To activate the weapons, move under them and jump by pressing the B button. You can also pick up some items — cat toys, fish, and the like — to divert the frisky felines assigned to stop you.

Parents will be pleased with the tone and content of the game. Game players will enjoy the bright graphics, likeable characters, and good action sequences.

Taxan



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## HINTS & TIPS

- Beating the clock in some of the sublevels is tough! Plot your path to pay dirt and then execute a clean sweep.
- Stages 1-2 and 1-5 each have bonus rounds. Jump on the right trampoline three times and you're in — provided you're not carrying any special items.
- If the killer cats are closing in, use fish and toys to buy some time for your escape.
- You can turn night into day in Ghost Town by using your flashlight when flying past the moon.

## SCREENS SHOWN

- 1 Launch an attack of bowling balls against the Guchi gang.
- 2 Use your flashlight as a weapon when flying through the graveyard.
- 3 The only way to get past this vampire is to find the cross in Ghost Town.
- 4 The subscreen entrances are found in interesting places — such as the mouth of this totem.
- 5 To advance to the next story, you have to collect all of Mapico's presents on each screen.
- 6 Time your jumps carefully in jungle land, and use your storehouse of distractions to divert your enemies.



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## MONSTER PARTY

One summer evening, Mark was walking home from a baseball game. Suddenly, a strange winged creature from another planet appeared in front of him. The creature said his planet was being invaded, and Mark was needed to save his people.

Mark was quite willing to help, so — armed with his trusty baseball bat — he flew away with Bert, the alien, to increase their chances of success. Bert fused Mark and himself into one superhero.

When you're using Mark's body, you have to explore the strange alien planet, destroying the enemy bosses who are wreaking chaos. You can bash aliens or return any weapons or shots they fire at you with swings from your Louisville Slugger. If you can find the blue capsules, you turn into Bert. Then you'll have the power to fly and shoot lasers from your fingertips.

Lots of minor foes roam the surface of the planet, but the *true* terrors are lurking in rooms scattered across the land. You'll have to fight a man-eating plant, a giant sphinx, a samurai, a punk rocker, the Grim Reaper — even an enormous fried shrimp. But each boss you kill leaves a mystery item to help you in your mission.

*Monster Party* is fun for game players of any age. There are eight levels of smashing and bashing, a handy password feature, and enough whimsical beasts to please any sci-fi lover.

Bandai

## HINTS &amp; TIPS

- Most of the earlier enemies are easier to defeat when using Mark instead of Bert. Use his bat to return anything the enemies shoot.
- You must defeat all three bosses on level 7 to get the key. Start with the dragon — he'll take the most energy to overcome.
- Remember the items each enemy gives you. You can save energy by only fighting the critters that hold the life hearts, blue capsules, or ? symbols.
- Use Mark to defeat the final boss. The giant face will shoot bubbles that chase you. Get in a corner and use your bat to hit the bubbles back at the face's third eye.

## SCREENS SHOWN

- 1 If you stand in the center of the room, you can bounce back the bubbles this flower blows at you.
- 2 Dragons and deadly fish attack you on level 5.
- 3 You should stand in the left corner of this waterfall room to return the jewels this demon throws.
- 4 Level 6 is a maze. Generally, take the upper doors to the boss and the lower doors to the exit.
- 5 Defeat the Grim Reaper by flying behind him and shooting at his mid-section.
- 6 On level 7, go left to fight the dragon. You have to kill all three bosses to get the key.



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## NOBUNAGA'S AMBITION

Japan in the 16th century was a land plagued by chronic civil wars pitting one "daimyo" (lord) against another. Oda Nobunaga (1534-1582) was not the first daimyo who dreamed of becoming the supreme ruler of a unified Japan, but he was the first to almost succeed. Using guile, charisma, ruthlessness, and military genius, he unified all of central Japan before his untimely and treacherous death at age 49.

In this epic historic simulation, you can play the role of Nobunaga or any of eight other daimyos. If you skillfully issue commands and formulate strategies, you can strengthen your own fiefdom and subvert or conquer others. You must also be ready to repel invasions, crush rebellions, and cope with natural disasters such as plagues and floods.

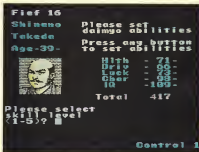
You can do anything a real warlord could do: tax, bribe, send spies, arrange marriages, recruit ninjas, sign treaties, and, of course, wage war. When war breaks out, the game switches to a tactical screen, enabling you to maneuver infantry and cavalry across a variety of landscapes.

This Nintendo conversion of Koei's own computer game is very successful. There are five levels of difficulty in *Nobunaga*, and up to eight people can play simultaneously. The graphics are splendid and the game play is as smooth as silk. *Nobunaga's Ambition* is one of the most mature, intelligent, and absorbing games available for Nintendo.

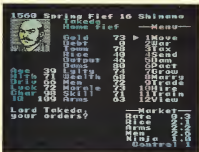
Koei



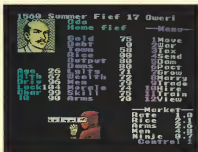
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## HINTS & TIPS

• Alliances with rival daimyos are useful, but don't rely on them too much. These pacts grow weaker with time, and your rival may end up attacking you. Unless, of course, you attack him first.

• An arranged marriage makes a stronger bond than a treaty. Become "family" with a well-timed marriage and safeguard some of your land while you expand elsewhere.

• In combat, always protect the daimyo's unit. If the enemy destroys it, all is lost. And when faced with a superior force, retreat to your castle and wait for the enemy's rice supplies to dwindle.

• Hilly terrain offers both offensive and defensive advantages. Towns do, too, but be aware that if a town is damaged, its value — and the economic health of the fiefdom — will decrease.

## SCREENS SHOWN

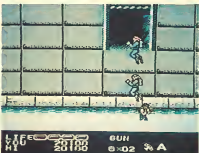
- 1 From this map screen, choose which fiefdom you will rule. Some are more strategically located than others.
- 2 Random numbers determine your daimyo's strengths. The computer lets you try again if you're not happy.
- 3 The main display screen shows the condition of your fiefdom and the basic list of commands you can issue.
- 4 Sub-menus allow you to conduct trade, send out spies, or dispatch a ninja to harass your rivals.
- 5 The view command lets you gather information about rivals and neighbors. They're virtually synonymous.
- 6 Once you've entered battle, try to take advantage of favorable terrain. And always protect the daimyo's own unit.



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## P.O.W.

The secret organization known as GOON has a plan to wreck the global economy. Using all your skills as an elite warrior, your job is to stop that plan.

To get as close as possible to the GOON leaders, you allowed yourself to be captured. Now you've escaped. Starting with nothing but your bare hands, you're going to fight your way through to the bitter end — either the destruction of GOON, or your own death.

That's where *P.O.W.* starts. You begin with only your punching and kicking skills, but pretty soon you'll collect knives, brass knuckles, grenades, machine guns, and body armor. But you'd better know when to use your hand-to-hand skills and when to use more powerful weapons — there are four levels of nonstop, white-knuckle action ahead.

Extra weapons are found outside huts or hidden in parked vehicles. You can collect them after killing the enemy soldiers in your way. Save your knife for the most dangerous foe on each screen. Once you throw it, it's gone, and you'll have to find another one.

Sometimes you shouldn't try to fight. Motorcycle riders, for example, should be avoided rather than attacked, since their bikes have a nasty tendency to blow up, taking you with them.

SNK





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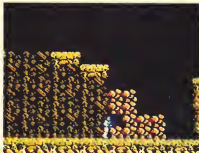
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## HINTS & TIPS

- Don't panic when the chopper appears at the end of stage 1. The soldiers inside have grenades, so hit them as they land, pick up one of their grenades, and throw it back inside the helicopter.
- If you let the action scroll very slowly to the right, your enemies will sometimes appear individually or in pairs rather than in a group. This makes it much easier to deal with them.
- When two or more enemies are after you, try to place your back to a wall or at the edge of the cliff. If you position yourself just right, they can't box you in.
- When you knock an enemy soldier down, move in swiftly and kick him for good measure. Even if you fail to kick him off the screen, at least he won't be so quick to get up.

## SCREENS SHOWN

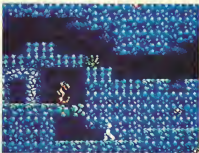
- 1 You can destroy this helicopter with your bare hands if you knock loose the enemy's hand grenades.
- 2 Avoid doing battle with motorcyclists. They can definitely harm you more than you can harm them.
- 3 When you cross water, watch out for enemy frogmen. They can pop up from behind or appear from overhead.
- 4 Don't let these men get behind you at the start of the third level. Back up against the rocky wall.
- 5 To beat the boss of level 2, attack him with your jump-kick between his shots.
- 6 Bonus weapons and armored vests are sometimes found inside enemy personnel carriers.



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## PREDATOR

Step into Arnold Schwarzenegger's shoes by assuming the role he played in the movie, *Predator*. As "Dutch" Schaeffer, you are the only survivor of an elite special forces unit that went into the jungle to fight terrorists and found something far worse. As in the movie, the Predator remains invisible much of the time, so you'd better be prepared to do all the damage you can when it's visible.

The game unfolds in two different types of terrain, with a total of 30 stages. First is the jungle, full of treacherous ledges and deadly scorpions. Then comes the "ethereal zone" in which the Predator appears (and where you can pick up some important bonus items).

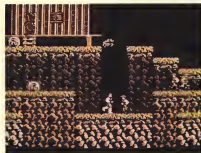
Clusters of blue spheres indicate that the alien is about to appear. Blast it with everything you've got, since it takes at least eight hits to blow the monster off the screen. You have to kill the Predator repeatedly to win the game. Though you're armed with grenades, machine guns, and laser weapons, before the final showdown you'll be wishing for a tactical nuke as well.

*Predator* manages to preserve something of the excitement of the movie, but the connection mainly serves as a pretext for a long series of challenges and difficulties in keeping with the Nintendo tradition.

Activision



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## HINTS & TIPS

• Be warned: If jumping — much of it excruciatingly tricky and difficult — is not something you enjoy, pass *Predator* by. This is one of those Nintendo games that requires lots and lots of jumping.

• Often you'll use grenades to blow down rock walls. Always place the first grenade at eye level. If you don't, the other grenades will fall into the crater made by the first one.

• There's a jungle plant that releases clouds of noxious spores. You'll lose life-points by passing through the clouds, but nothing compared to what you'll lose if you try to destroy the plant.

• Unfortunately, you can't change weapons in *Predator* when you want to. If you picked up grenades, you'll have to fight with grenades until you find a different weapon.

## SCREENS SHOWN

- 1 Use grenades to blow down rock walls, but always start at eye level.
- 2 When the Predator appears, start shooting immediately. You'll need eight hits to blow it off the screen.
- 3 You need a laser to clear stage 6, but you'll have to get some grenades to blast your way through to it.
- 4 There are two cave doors at the end of stage 8. The bottom one leads to stage 9, while the top one leads to a warp.
- 5 In some scenes, you'll have to deal with enemy guerrillas as well as the alien.
- 6 Each confrontation with the Predator is more challenging than the last.



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## RESCUE: THE EMBASSY MISSION

Based on the computer game *Hostage*, this tension-packed game is straight from today's headlines. Terrorists have taken over our embassy in a foreign city.

As commander of an elite anti-terrorist strike force, you must come up with a rescue plan, deploy your men, break into the embassy, and then direct a floor-to-floor, room-to-room manhunt for the hostage-takers. It takes good planning and good tactics to stalk and locate your targets, and split-second timing to eliminate them without injuring their innocent victims.

Position snipers around the embassy to act as your "eyes" as you switch from one vantage point to another. Then lower the rescue team onto the embassy roof by helicopter. The hunt is on.

Practice with the training scenario before undertaking a real mission. Some of the things you'll need to master — dodging terrorist gunfire, rappelling down walls, and crashing through windows — take split-second timing. When you're ready, choose from four missions, each one more difficult (and under a more stringent time limit) than the last.

The graphics in *Rescue* are first rate, and the animated characters move with gratifying realism. And just because there are only five scenarios, don't be fooled into thinking there's no challenge! The chances of your team being wiped out are fairly high, and you'll thank the designer for including a save-game

Seika

## HINTS & TIPS

• Rappelling isn't as easy as it looks. You have to stop on a dime and then gain entry by smashing the window with your feet. A series of short jumps is easier to control than one long descent.

• Once inside the building, move carefully. When you enter a new room, try to put your back against a wall to minimize your risk of ambush.

• Use your snipers to shoot as many terrorists as you can before sending your rescue team into the embassy. Scan all the windows carefully for terrorist shadows.

• When moving your men inside the embassy, try to keep them on sides of the building that are covered by your snipers.

## SCREENS SHOWN

**1** Position your sniper team first, but don't let them get caught in the terrorists' spotlight.

**2** Have your snipers shoot as many terrorists as possible before you enter the embassy — don't hit hostages!

**3** Bring in your assault team by helicopter — on a side where they can be covered by your marksmen.

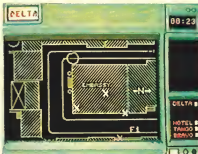
**4** Don't bother to knock. Just smash through the window, feet first.

**5** Plan your tactics by using the area map on one of your subscreens.

**6** Keep your back to a wall as you search the rooms.



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## SHADOWGATE

Shadowgate brings to Nintendo a popular personal computer quest-adventure. As the last of a line of great warrior-kings, you must venture into the dreaded castle Shadowgate and uncover its secrets in order to stop the Warlock Lord from unleashing the evil Behemoth. As the game designers say, "Courage and wisdom will see you through ... but a good sword might be helpful."

As you explore the perilous rooms, corridors, dungeons, and secret passageways within Shadowgate, you can manipulate your environment and your ever-growing inventory of items. Different command options allow you to inspect, open, close, use, pick up, or put down an amazing number of things. You'll also acquire magic spells and become increasingly adept at using them.

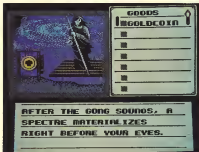
*Shadowgate* is a notoriously tricky and challenging game, full of fiendish puzzles, brain-busting situations, and fun-filled action. You'll be killed fairly often until you get the hang of it, but fortunately there is a save-game function that lets you resume without losing progress.

This Nintendo conversion is highly successful and every bit as addictive as the computer game. The graphics, too, are well done. Adults may love *Shadowgate* as much as kids.

Seika



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## HINTS &amp; TIPS

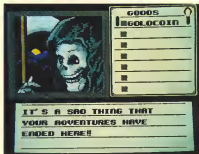
- You'll get farther in *Shadowgate* (and have more fun) if you try lots of spells. Use your imagination as you study your inventory — there are many different ways to use the items.
- Your torches are useful for more than just supplying light. For example, try burning things. Lots of things. Sometimes the results will surprise you.
- Some objects are useful on more than one occasion. Once you've used an object, take the time to retrieve it. If you don't, you may have to make a detour later to go back for it.
- Try "using," "opening," and "taking" *everything* in a new area. You'll often discover hidden items or secret passages.

## SCREENS SHOWN

- 1 Begin your quest by picking up the key hidden under the skull that's above the door to the castle.
- 2 Once you're inside the wishing well, use the gong to summon the ferryman.
- 3 The skeleton king needs his scepter. Can you help?
- 4 Always be careful when exploring new locations. Dangers lurk everywhere!
- 5 If you aren't careful, you'll meet this castle inhabitant.
- 6 You'll acquire many items as you go deeper into the castle. Be imaginative when you're using them.



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## SHOOTING RANGE

By their very nature, shooting galleries are all pretty much alike. Bandai's Shooting Range, while traditional in most respects, does try to be a little different. For example, you don't shoot the people, ducks, or other living targets. Instead, you shoot little pinwheels attached to them. This makes Shooting Range about as nonviolent as a shooting game can get.

Although you use the light gun to do the actual shooting (plug it into the second controller port), you still need the control pad to set up the game, to scroll the screens back and forth, and to access the scores.

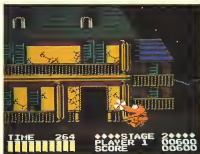
There are four parts to the game: western (cowboys and Indians), monster town (ghosts and goblins), outer space (bug-eyed monsters), and a bonus screen where you break bottles (lots of fun!). Speed is as important as accuracy, since each stage has a time limit. Shoot power-up symbols for additional time, bonus points, and extra energy.

The response to the light gun in *Shooting Range* is crisper than in some games we have seen—and the game has nice graphics. It's entertaining, especially in the "party" mode where up to four players can compete, and nonviolent—a good choice for parents who balk at light gun games which feature human targets.

Bandai



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## HINTS &amp; TIPS

- Stand about six feet away from the TV for the best shooting range. Be sure that the TV's contrast and brightness are properly set, or your shots may not be effective.
- It's easy to run out of time and energy before clearing a level. Just try to shoot quickly, and don't ever pass up a chance to hit a bonus target.
- Some power-up items are bogus. For example, if you hit a backwards E, you lose energy.
- Remember that the pinwheels are your targets, not the people or creatures they're attached to. Sometimes it's more difficult than you might think to keep this in mind.

## SCREENS SHOWN

- 1 Shoot the E capsules to obtain an energy boost.
- 2 This creature's target flips wildly from side to side.
- 3 Don't shoot the backwards E or you will lose — not gain — energy.
- 4 Don't forget to scroll left and right to get a shot at all the possible targets.
- 5 This alien's pinwheel is beneath a protective eyelid — very tricky to hit.
- 6 The bonus screen moves quickly. Break the flashing bottles to gain maximum points.



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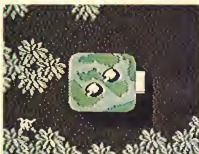
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## SKY SHARK

So you think you're hot stuff with arcade games, do you? You have fast reflexes and the hand-eye coordination of a brain surgeon, hmmm? Okay, Thunder-Thumb, here's *Sky Shark*, an air-sea battle game that delivers nonstop action from about 20 seconds into the game until the end (if you make it that far, and even the publisher admits that few people have).

The story is not unusual: Overwhelming enemy forces are massing and you alone can save the day in your P-40 Flying Tiger. You'll encounter swarms of enemy fighters, dozens of tanks, heavily armed patrol boats, and fortified bunkers bristling with cannons. And that's only on the first level.

Start with machine guns and a few bombs, earning bonus weapons as you progress. Some enemy targets leave a B symbol when destroyed—fly over them for an extra bomb. Shoot down all the planes in a red formation to increase your firepower. Wipe out a yellow formation, and you get a 1000-point bonus. At 25,000 points, you win an extra fighter.

*Sky Shark* approaches (if, indeed, it does not define) the limits of that which the eye can absorb and the hand respond to. The game moves so fast, the enemy targets are so numerous, and the graphics so vivid, that it's difficult to imagine how a game could go beyond this extreme and still remain playable. Dedicated arcade fans may consider *Sky Shark* the electronic equivalent of Mt. Everest.

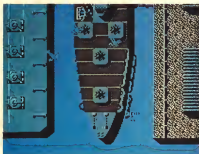
Taito



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## HINTS & TIPS

- Use bombs to clear enemies or to knock out powerful units. But don't waste any of your limited number. You earn a bonus if you complete a level with leftover bombs.
- As with most fast and furious arcade games, the secret to survival in *Sky Shark* is to study the patterns of your opponents, then plan your moves accordingly.
- Much of the scrolling landscape beneath you in level 1 consists of jungle — good cover for lurking tanks. Don't get so preoccupied with enemy fighters that you overlook danger from the ground.
- Battleships are very difficult to pass. Keep moving, keep firing, and try to knock out their antiaircraft guns in a systematic way — one side at a time is better than random fire.

## SCREENS SHOWN

- 1 Fly over B symbols to obtain extra bombs.
- 2 Some of the deadliest fire comes from bunkers on the ground.
- 3 Watch out for tanks hiding under the jungle canopy.
- 4 Bombs are your most effective weapons. Save them for a tight spot (there are plenty!).
- 5 This giant tank takes more than one bomb to destroy.
- 6 The sky swarms with enemy planes in level 2. If your controller has slow motion, this is a good place to use it.

## SNOOPY'S SILLY SPORTS SPECTACULAR

Everyone's favorite root beer-loving beagle is now the star of his own Nintendo game. In *Snoopy's Silly Sports Spectacular*, you can join the Peanuts characters, Snoopy, his brother Spike, and his best friend Woodstock to take part in six "sports" designed for fun instead of fitness.

Avoid the manholes that open at random as you compete against Spike in a sack race. Try your pole-vaulting skills in the river jump. Head for Italy and enter a boot-tossing contest in front of the Coliseum. Grab your pogo stick and finish a challenging obstacle course. Tussle with Spike in a gondola and try to push him into the Grand Canal of Venice. Or balance a stack of pizza slices and carry them over the finish line.

Ideal for young Nintendo players who might find more complicated games frustrating, *Snoopy's Silly Sports* contains absolutely no violence (unless you feel sorry for the boot). It's a good break from madness and mayhem, although there may not be enough variety in the different games to hold a child's attention for long.

Nonetheless, the graphics capture the look of the lovable Charles Schulz characters, and the characters are not as microscopic as those in a lot of other Nintendo games. Other scenarios involving Snoopy readily spring to mind — his quest to steal Linus's security blanket, or his adventures as the Red Baron — so hopefully another *Peanuts* game will be forthcoming.

Seika



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## HINTS & TIPS

- In the boot tossing contest, wait until Snoopy swings the boot over his head and back to the front before releasing it. Let go when it's right in front of Snoopy's stomach.
- When pole-vaulting, wait until just before Snoopy is about to take a dunk before planting your pole in the stream and vaulting over it.
- Inch forward slowly in the pizza contest. If you go too fast, you'll drop all your slices before cross the finish line.
- In the sack race, time your jumps carefully. And if your joystick has a rapid-fire option, don't use it.

## SCREENS SHOWN

- 1 Ouch! Watch out for those manhole covers as Snoopy races Spike to the finish line in the sack race.
- 2 Without momentum, Snoopy will slide into the stream instead of pole-vaulting over it.
- 3 Swing the boot over Snoopy's head and then let him toss it as far as he can. Woodstock will take the measurements.
- 4 Can a little beagle pogo-stick over this high wall? Only with your help.
- 5 It's good, clean fun as Snoopy tries to push Spike off the gondola and into a Venetian canal.
- 6 The Leaning Tower of Pisa isn't as crooked as Snoopy's tower of pizza. Balance it carefully.

## STRIDER

A group of highly skilled commandos known as Striders specialize in preventing terrorist acts — even if they have to resort to murder and other methods of destruction.

Hiryu, the youngest and best of the Striders, retired from the group after he was forced by circumstances to kill the sister of another Strider. But a Strider can never really retire, and Hiryu is called back into service when his best friend, Kain, is kidnapped and brainwashed by the enemy's ZAIN mind-control machine. His orders are to kill Kain. But Hiryu just wants to get his friend out of enemy hands.

Beginning in the Striders' Asian headquarters, Kazakh, Hiryu must find six information disks and five keys scattered throughout the world. His mission takes him to Egypt, Japan, China, Africa, Los Angeles, Australia, and the enemy base called Red Dragon.

His skills increase as he finds the disks and keys. Though he brandishes a sword from the beginning of his mission, by the end of the game he'll be able to slide under low ledges, throw plasma arrows, or use magnet, aqua, and attack boots.

A combination martial-arts adventure and scavenger hunt, *Strider* should be popular with all types of game fans.

Capcom



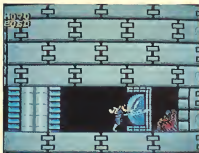
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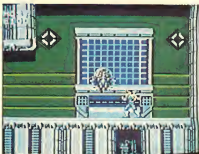
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## HINTS & TIPS

- Jump off the top ledge in China and enter the building at the right. You'll find the magnet boots inside the top of the building.
- The demon trees look more threatening than they are. Destroy the flying disk first, then stab the black center of the tree.
- Australia connects to Africa, so don't go too far to the left there. If you see moving platforms, you've gone too far.
- Use your plasma arrows to blast Matic. They'll knock his sword out of his hands and give you plenty of firing room.

## SCREENS SHOWN

- 1 Don't let the hell-soldiers shoot you from behind. Kill them as you jump from platform to platform.
- 2 Destroy this flying disk, then jump and stab the black center of the demon tree.
- 3 In section 3 on Kazakh, take the path back to the right. You won't find anything on the left.
- 4 Keep whacking Facas Clay's glass bubble until it breaks. He'll give you the fifth key.
- 5 You should have all the disks, keys, boots, and skills before you go to the Red Dragon base.
- 6 The enemies guarding the supercomputers are among the easiest foes to kill.



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## SUPER SPRINT

If you've ever thought you could give Mario Andretti or Danny Sullivan a run for the money, here's your chance to find out. In *Super Sprint*, your ego may take a beating (along with several walls and other cars), but when you finish, you'll probably start thinking about signing up for the Indy 500.

*Super Sprint* can be played by one or two players, although at first you most likely won't want the added distraction of another kamikaze driver on the track. Racing the computer cars can be frustrating enough because of the sensitive steering control. It takes a very fine touch to drive your car smoothly around the track, so count on ending up in the wall often at first.

Each successive track is more difficult, and the competition gets faster as well. Once you've mastered steering, get an edge over the competition by picking up the wrenches that appear on the track. If you collect two wrenches and win the race, you can customize your car for greater traction, acceleration, and top speed.

Don't be surprised to see water and mud puddles, oil slicks, poles, exploding cones, and even tornadoes. You can usually steer yourself out of a spin, but if you hit a cone or a puddle, you'll just have to keep driving until your car speeds up once again.

Even if you're not ready for *real* car racing, invite Mario and the boys over to your place and beat them in *Super Sprint*.

Tengen



## HINTS &amp; TIPS

- When you first start playing *Super Sprint*, repeatedly blip the throttle by tapping the A button. This will keep your speed down so you can concentrate on steering.
- Pick up all the wrenches you see. If you collect two, and win the race, you can customize your car for better traction, acceleration, or top speed.
- Each track has a different "groove." Finding it will get you around the track faster.
- Look for openings in the track's retaining wall. If you fall behind, you can use them to take a shortcut.

## SCREENS SHOWN

- 1 In the first race, get out in front early and grab those wrenches.
- 2 You've won the race and two valuable wrenches. Now you can head for the pits for a customizing job.
- 3 Better traction helps you drive more consistently. A higher top speed should be your next customizing job.
- 4 Tornadoes are like oil slicks. You can steer out of the spins they cause, but avoid them completely if possible.
- 5 Bonus flags of 100 or 150 points appear unexpectedly. Run over them to raise your score.
- 6 You've beaten all the other cars! So where's the champagne and the pretty girl?



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## TWIN COBRA

You're caught deep behind enemy lines, but with your talent, you can guide your Twin Cobra helicopter home.

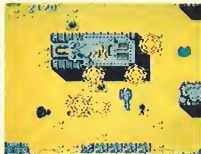
It won't be easy. You're being fired on from all directions. The enemy has battleships, ground installations, silos, destroyers, bombers, tanks, and squadrons of helicopters. But you have four types of ammo as well as deadly bombs.

*Twin Cobra* has ten levels of fast action. Though you start with three helicopters, you earn another at 50,000 points, and yet another for every 150,000 points thereafter. You also have five continuations, with another added every time you clear a stage.

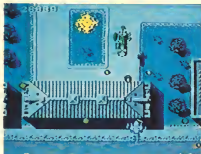
Catch the colored saucers to increase your firepower. At the beginning of the game, you'll fire red ammunition. When you pick up a red saucer, your missiles are fired in parallel lines. With a blue saucer, you'll get spread fire. The green saucer concentrates the ammo into two lines, and the brown saucer lets you fire in four directions and curves your shots toward enemies.

There are one or two main targets on each level, but bonus items that help you defeat them are hidden within enemies or terrain features. A supercharger will increase your *Twin Cobra's* firing ability a maximum of six times. Stars increase your score by 100 points, and a white star makes you invulnerable for a few seconds. One-up items appear after you have ten stars, and bombs add to your attack force. Up to nine bombs can be stored.

American Sammy



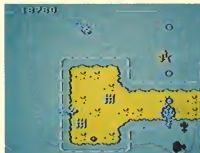
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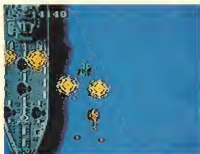
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## HINTS & TIPS

- Study the way your shots hit a target. If they don't bounce off and are absorbed, there is probably a star or a bomb pod hidden inside.
- When you pick up a white star or re-enter a game after being destroyed, you're invincible for a brief time. Use this to get by tricky parts of the game.
- The landscape and enemies — along with the reward items — always appear in the same patterns. Learn where the pods and saucers are hidden so you can grab them fast.
- You can only use one saucer at a time. So if you've captured the firepower that works best for you, don't pick up another saucer — it will replace the one you've got.

## SCREENS SHOWN

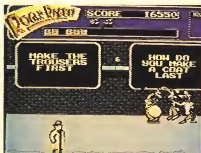
- 1 Destroy the red turret on this super tank to earn a power star.
- 2 When you destroy the green helicopter, a saucer will appear.
- 3 The color of the bull's-eye-like saucers determines the type of ammo you can earn by picking them up.
- 4 If you grab 10 stars and a one-up symbol, you'll earn an extra helicopter.
- 5 Aircraft carriers will start to fire on your Cobra not too far into the game.
- 6 Pick up the supercharger (the S symbol) to increase your firing ability.



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## WHO FRAMED ROGER RABBIT?

While everyone is waiting for the movie *Who Framed Roger Rabbit?* to come hopping into video stores, you can play the adventure game on Nintendo.

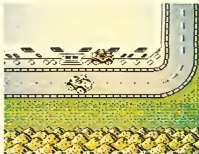
Judge Doom has evil plans for the happy land of Toontown. You play Eddie Valiant, a private detective who has seen better days. If you can't find the missing pieces of the Gag King's will, Toontown will be destroyed.

Search Los Angeles and Toontown for clues and talk to anyone who might be able to help you. People in the lobbies of buildings will tell you whether to bother searching the rooms for supplies and clues. It's up to you to decide if you should believe them.

In Los Angeles, you can visit Jessica in the Ink 'n' Paint Club (watch out for that bouncer at the door). And she's not the only familiar face. Psycho, Stupid, and the rest of the Weasels are hot on your trail. They'll grab your cohort, Roger, any time they can. His rescue depends on your getting the right punch line to one of Roger's lame jokes.

The tunnel from Los Angeles to Toontown is blocked, so you should find some dynamite as fast as you can. Once you enter Toontown, you'll meet more familiar faces (and feet — this place is filled with shoes walking around). Baby Herman should provide some valuable information to help you solve this hare-raising adventure.

LJN



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## HINTS & TIPS

- If people don't seem helpful when you talk to them, rough them up a little. They might change their story.
- You should map Los Angeles and Toontown. Your maps don't need to be as detailed as in other games, but you do need to keep track of the buildings you've searched.
- Jessica has some valuable clues, but you can't contact her unless you get her phone number while you're in the Ink 'n' Paint Club. Check the tables.
- You'll know the Weasels are nearby when you hear a siren. If they capture Roger, you can make them laugh (and drop Roger) by adding the punch line to one of his jokes.

## SCREENS SHOWN

- 1 No one said Eddie Valient was a gentleman. Try a right hook on some of the people you question.
- 2 Talk to Jessica in the Ink 'n' Paint Club. You'll probably need to call her later, too.
- 3 Roger's jokes are as old as Eddie's trenchcoat. Guess the right punch line to free the rabbit.
- 4 Don't worry about Benny the Cab's driving. He can bump cars off the road or park in the street.
- 5 You can kill this snake with a brick, but you'll need spring shoes to get over that gap in the cave floor.
- 6 You've made it to Toontown and here's your reward—the first piece of the will.

## WILLOW

Legends say that two gods watch over the world. The God of Heaven gives humans light and power. The God of Earth provides courage and hope. Long ago, these gods sent messengers to Earth.

One of the messengers, Bavmorda, became greedy and declared herself queen of the world. She turned the other messenger, Fin Raziel, into a possum to suppress her magic powers. It has fallen to Willow Ufgood, a member of an elfish race, to destroy Bavmorda and restore Fin Raziel.

As Willow, you must work your way to Nockmaar Castle, where Bavmorda casts her evil spells. Talk to the people you meet on the way. Some provide weapons and skills, and others valuable clues. You'll soon earn different types of swords, shields, and magic. As your experience builds, so does the speed of your weapons.

You'll need every ounce of speed and skill, since the journey to Nockmaar Castle is filled with dangerous foes. The undead attack from all sides, skeletal heads pop up from the ground, Bavmorda's demon dogs give chase — even the bushes around you spit fireballs. But if you can find the great swordsman, Madmartigan, and Bavmorda's daughter, Sorsha, your quest will become easier.

Though Willow has some of the characters from the movie on which it is based, the baby Elora Danan is noticeably absent. Also, all of the action involves Willow, so you won't get to participate in any of Madmartigan's spectacular swordfights as seen in the film.

Capcom



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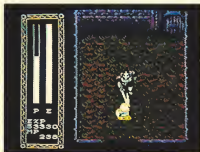
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## HINTS & TIPS

- Bring the dragon scale to a man in Dew. He'll make you some fine weapons.
- Build up experience to gain better control of your sword.
- Some of the swords found later in the game are weaker than the ones you already have. Watch out.
- Explore a cave completely before moving on. Some caves hide great treasures.

## SCREENS SHOWN

- 1 Talk to everyone in your village — starting with your own family.
- 2 There's a hut nearby where you can get energy, so build experience fighting this bush.
- 3 Check your subscreen for the types of swords, shields, and magic with which you can arm yourself.
- 4 Sorsha guards the entrance to the last two bosses. Use a love potion on her.
- 5 This soldier turns you into a pig. Avoid his shots until the spell wears off.
- 6 Use a high-powered sword to defeat Kael. Corner him and keep stabbing.



## ADVENTURES OF DINO-RIKI

As Dino-Riki, you live in the prehistoric past, a time when dinosaur-like creatures ruled the land. To secure mankind's birthright, you must explore — and sometimes fight — your way through swamps, deserts, caverns, and canyons. As you progress through the game, your weapons evolve and you find items to give you more strength and skills.

Hudson Soft



## ARCHON

The strategies of chess provide a backdrop for a battle between the forces of light and darkness. Players control either the Wizard, Valkyrie, and Archer of the light side, or the Sorceress, Basilisk, and Shapeshifter of the dark side. To take an opposing game piece requires a deadly battle in the death chamber. Your ultimate goal is to gain five power points or defeat the other side.

Activision



## BAD STREET BRAWLER

You may not look like a Boy Scout, but to an old granny crossing the street, you may be a hero. The city is infested with all sorts of crazies — muggers, combative bag ladies, and even a giant ape. Use your street smarts and work your way through ten increasingly difficult levels. At the upper stages, you'll meet some truly outlandish characters, such as the Rap Dancer and the Nebbish.

Mindscape



## BASHI BAZOOK, MORPHOID MASHER

Almost 100 years ago they showed up on Earth's Roosevelt-1 space colony. Now they're on the threshold of an attack on Earth. Bashi Bazook, a brave warrior, is sent back to 1999 to eradicate the Morphoid threat before it starts. He must find weapons and make his way through five levels, with a Morphoid queen to conquer on each level.

Jaleco





## THE BATTLE OF OLYMPUS

The peaceful village of Elis is peaceful no more. The soul of Helene, the most beautiful woman in Elis, has been stolen by Hades. As heroic Orpheus, you must save your love from a soulless existence. There will be many battles to fight on your journey through cities and the countryside of Ancient Greece. Customize your characters so they'll recognize each other and address one another by name.

Broderbund



## A BOY AND HIS BLOB

A jelly bean-eating young Blob from the planet Blobolonia arrives on Earth seeking a champion to save his world from an evil king. You befriend him and discover that your Blob's shape can be changed just by feeding him different flavors of jellybeans. Search underground caverns on Earth for a way to save Blobolonia, then travel with your Blob to his planet and defeat the king.

Absolute



## CYBERNOID

Space pirates are looting the rare supplies on three of Earth's storage asteroids. You must intercept the pirates with a new, experimental spaceship, the Cybernoid. Deadly lifeforms stand in your way as you negotiate chaotic moving mazes to recover the stolen treasures. You'll need luck as well as quick reflexes and good aim to succeed.

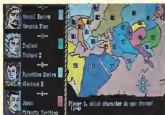
Acclaim



## DOUBLE DRAGON II: THE REVENGE

Billy and Jimmy Lee have a mission: The twins must avenge the disappearance of Billy's girlfriend. The trail ultimately leads to the evil Shadow Boss, but first the brothers must encounter other deadly characters. Two players can perform new martial arts moves simultaneously in the sequel to the popular *Double Dragon*.

Acclaim



## GENGHIS KHAN

In ancient times, Genghis Khan and his brothers fought to occupy the Mongolian plains. In this videogame, you control a fictitious battle for Eurasia featuring Genghis Khan and three other famous historical leaders. Winning requires a combination of military, political, and economic strategy. Up to four players can try two different scenarios with five levels of difficulty.

Koei



## INFILTRATOR

Captain Johnny "Jimbo Baby" McGibbitts has his orders: The Mad Leader's camp must be located and conquered. But first you'll have to fly your attack chopper through swarms of enemy jets. Once you've landed safely, you must infiltrate the Mad Leader's camp, fighting against both men and defenses. Can you defeat the evil genius and end his plans for world conquest?

Mindscape



## JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

The "Golden Bear" of professional golf — Jack Nicklaus — invites you along to play some of most challenging holes. Select from two levels of difficulty and three tee placement options, then play through sand traps, water hazards, and gusting winds.

Konami



## KINGS OF THE BEACH

Put on your sunscreen and jams for this professional volleyball simulation set on the world's greatest beaches. Check out the comical bikini contest, then head into the net action. Up to four players can compete at once, or — if you have the nerve — you can go against Sinjin Smith and Randy Stoklos, the real kings of the beach. Spikes, skyballs, and crushers are all part of the fun.

Konami



## KNIGHT RIDER

You control the ultimate car — Kitt. Totally computerized and blindingly fast, Kitt is the perfect companion for your deadly mission. You must travel cross-country through 15 cities avoiding the lethal planes, choppers, and cars that try to stop you at any cost. With all the bullets and rockets flying around you, this is no Sunday drive in the country!

Acclaim



## MAGIC JOHNSON'S FAST BREAK

Fast breaks and alley-oop slam dunks are only part of Magic's basketball world. You can play two-on-two games (one or two players) as you progress through five levels. Your salary increases as you advance. Displays of team statistics, referee calls, and cheering crowds add to the excitement as you climb to the top of pro basketball.

Tradewest



## NFL FOOTBALL

Officially licensed by the National Football League, this game is perfect for armchair quarterbacks. All the American and National Conference teams are included, with rosters broken down by position and rated by skill level. Use authentic offensive and defensive formations and study player handicapping on your way to that ultimate game, the Super Bowl.

LJN



## PHANTOM FIGHTER

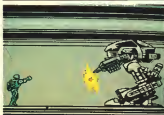
As the fearless Phantom Fighter, you are the only hope for eight Chinese villages. You must use your special skills (along with treasures found on your journey) to battle the fearsome Kyonishies, ghosts that will not succumb to mere force alone. If you fight bravely and answer quizzes correctly, the towns will be saved.



## ROADBLASTERS

In the not-too-distant future, highways have become battlefields. Drivers prowls the roads at the wheels of heavily armored, high-performance vehicles, fighting each other with lasers and sheer nerve. Take to the roads and try to escape death from drivers and road hazards. But don't despair—planes may drop fuel or weapons to enhance your speed and laser power.

Mindscape



## ROBOCOP

Experience man as machine when you portray Robocop, the avenging law enforcer of Detroit. You're in control, whether you're saving hostages or fighting corrupt city officials. Kick and punch criminals, but rely on your Auto-9 gun when the going gets tough. After nine levels, you'll enter a final confrontation with Dick Jones, the man responsible for your cybernetic existence.

Data East



## ROCKET RANGER

In the year 1990, rocket ships containing human-like aliens descend on Europe. In no time, Poland, Germany, Austria, and Hungary are merged into a new country, Greater Leutonia. With their powerful force-fields and ability to control human minds, the aliens seem impervious to attack. You're given a rocket suit and a ray gun, but you'll need your wits to prevent the total domination of Earth.

Seika



## ROMANCE OF THE THREE KINGDOMS

You are one of the feudal warlords who rule ancient China. The divided country must be united. This requires political and military maneuvering as you work with (and fight against) the other warlords. If you're good enough, you'll become emperor of a united country. Up to eight players can choose from ten levels of difficulty and five scenarios.

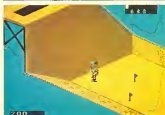
Koei



## SESAME STREET ABC

Learning is always more fun when you're working with a friend. With these two games, children can study with their Muppet buddies. In *Letter-Go-Round*, Big Bird, Grover and Barkley help children match letters from a ferris wheel to spell words. *Ernie's Big Splash* encourages creative thinking while children figure out pathways to reunite Ernie and Rubber Duckie.

Hi-Tech Expressions



## 720°

The sidewalks of Skate City just got a lot more dangerous. Hairpin curves, downhill slaloms, and local bullies are just part of the action for you and your trusty skateboard. You can shoot the tubes, catch air, hang ten, and perform many other moves. But street gangs, killer bees, and Frisbee throwers are out to stop you as you vie for the world skateboard championship.

Mindscape



## SILENT SERVICE

You're an untested lieutenant assigned to a submarine in the South Pacific during World War II. You can work your way up to submarine captain, but only if you make wise decisions for missions off the coasts of China, the Philippines, and Japan. Try to sink as many enemy ships as possible in this realistic simulation, but don't forget to defend your own boat.

Konami



## SPY VS. SPY: THE ISLAND CAPER

Those madcap spies from *Mad* magazine are back in their second adventure. As *Spy Joke*, you must defeat *Spy Dagger* by finding the pieces of a nuclear missile. But to stop you, he's setting traps — everything from coconut bombs to quicksand. Escape from the island in your submarine after you've assembled the missile.

Seika



## STEALTH ATF

Soar high above the enemy fleet undetected in your powerful stealth jet. The enemy radar can't see the highly maneuverable fighter as you dive in for attack. Use your instrumentation and 3-D view to watch for enemy fighters. A dogfight will test both your plane and your skill in high-G turns, dives, and climbs. One player can battle the computer, or two players can fight head-to-head.

Activision



## TOP GUN — THE SECOND MISSION

You can almost feel the G-force push you back into your seat as your F-14 Tomcat is catapulted off the deck of the aircraft carrier USS Roosevelt. Radar has picked up some bogies, and you're intercepting them at Mach 2! But enemy fighters aren't your only problem. Lurking in the ocean are attack ships armed with deadly surface-to-air cannons.

Konami



## UNCANNY X-MEN

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**The Freedom Stick™  
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# GUIDELINES...

## THE JOYCARD SANSUI

At first glance, the Joycard Sansui SS5 made by Hudson Soft appears to be a normal Nintendo controller. It has a standard layout, plus a three-position turbo switch for A and B buttons. What's unique is an audio output jack, on-off switch, and volume control for simulated stereo through headphones or a stereo amplifier. Since most TVs have mediocre speakers, this controller can provide greatly enhanced sound effects and music for your games.

## DOUBLE PLAYER SYSTEM

Tangled wires are a thing of the past with Acclaim's new Double Player System. Using a single infrared receiver, the controller gives two players the freedom to use some serious "body English," up to 30 feet away. Turbo-fire options and a slow-motion mode provide additional flexibility, and an automatic shut-off circuit helps to extend battery life.

Acclaim's new Double Player System is a wireless controller for two players.



## GIZMO

Beeshu's new Gizmo is a one- or two-player controller that features everything from multiple "Dial-A-Speed" fire buttons and turbo switches to a set of headphones for simulated stereo sound. A third speed button is for slowing the game itself down. The Gizmo also has a special switch that turns off either the left or right set of fire buttons, for left- or right-handed independent play. A set of headphones comes with the Gizmo.

The new Gizmo from Beeshu is a one- or two-player controller with a wide variety of features and a set of earphones.



## QS-127 REMOTE UNIVERSAL JOYSTICK

This wireless infrared remote controller is one of the latest QuickShot joysticks from Bondwell. The unit is made to fit easily into the hands for fast movement, and contains both auto-fire and two turbo buttons for customized play. Bondwell also offers the new QS-129 controller for Nintendo, a joystick designed to resemble the controllers found in airplane cockpits.

Bondwell's QS-127 is a new remote controller with auto-fire and turbo buttons.



## THE SUPERSONIC

Camérica has introduced the new Supersonic, a delta-wing shaped Nintendo controller that features the same popular control buttons and switches found on Camérica's Freedom Stick. There are switches for automatic rapid-fire, one- or two-player action, and simultaneous two-player action. In addition, the Supersonic has a design that allows a choice of left-handed or right-handed play.

The Supersonic from Camérica is a new controller based on the popular Freedom Stick.





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# TENGEN

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# BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

The joystick play is incredible—fast, smooth and responsive. And the game play and graphics of the home versions are amazingly true to the arcade original.

Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



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